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Nintendo®
MAGAZINE SYSTEM

ISSUE #30

SEPT '95

NINTENDO'S NEXT BIG GAME!
Check out our huge preview!

YOSHI'S ISLAND
SUPER MARIO WORLD 2®

KILLER INSTINCT on the Super NES!
They said it couldn't be done - we've got the review!

VIRTUAL BOY
New game line up

Megaman 7 • Kirby's Ghost Trap
Deep Space Nine • The Mask • Primal Rage

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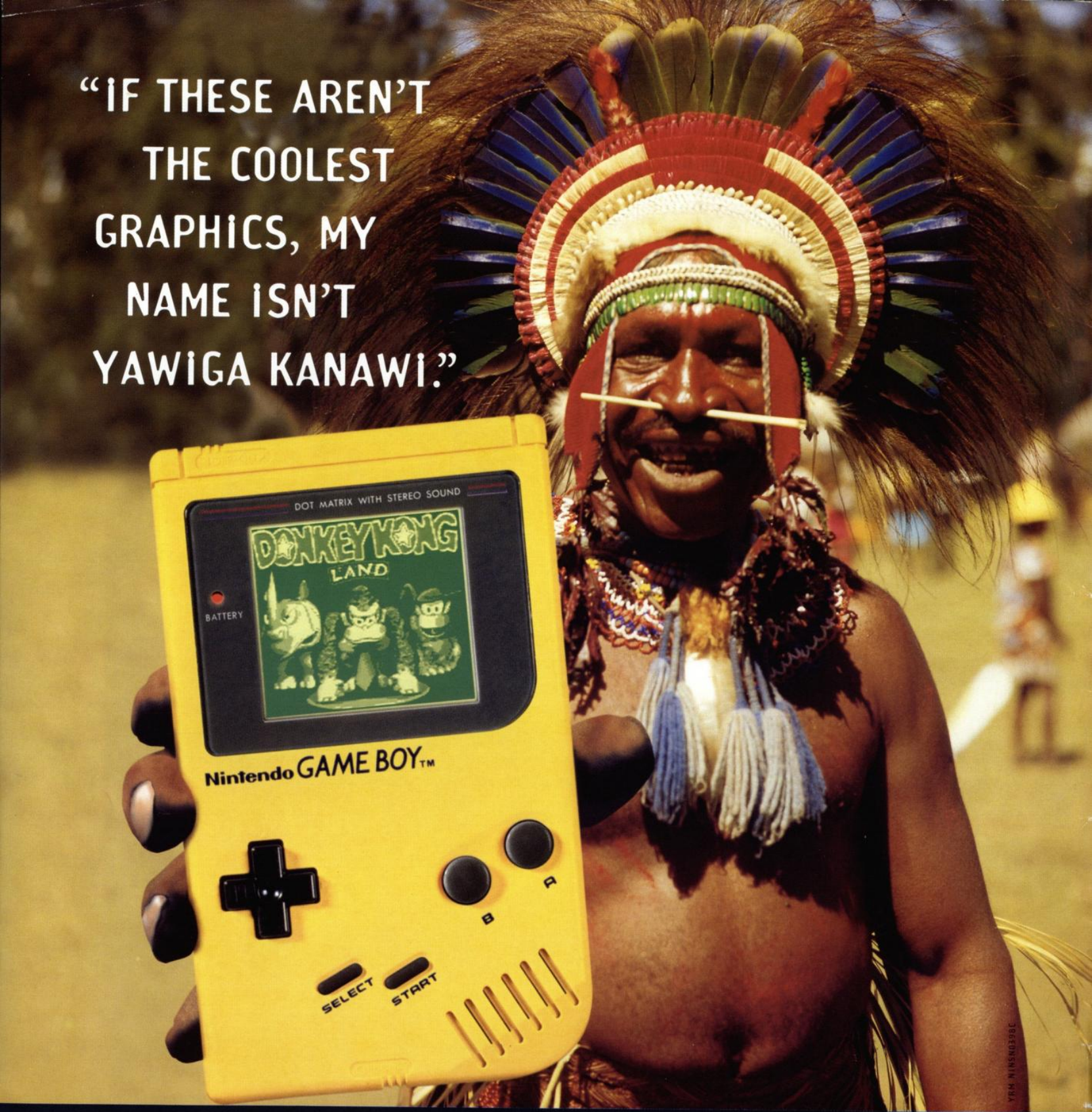

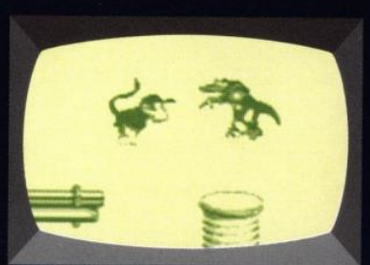

"The computer rendered graphics aren't the only wild thing about Donkey Kong Land.
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DIFFICULT DESIGNERS
Kuen 'Can't wait to get back to work!' Kam
Gary 'I love Nintendo Magazine' Fletcher
Gary Harrod

ODD JOBS
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ADVERTISING
Karen 'Horse flesh' Mohi
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Nintendo Magazine System is published by Trielle Corporation, 363A Pitt Street, Sydney, NSW 2000, Australia. ACN 003 550 392. Ph: (02) 283 5809. Fax: (02) 283 5194. Postal address: PO Box A305, Sydney South, NSW 2000.

Subscriptions to this brilliant mag are available for $54.45 for 12 issues ($US60 for New Zealand readers). Send your cheque or money order made out to Nintendo Magazine System to: NMS Subscriptions, NDD, PO Box 199, Alexandria NSW 2015; or call (02) 353 0751 and order by credit card. Allow four weeks for delivery.

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NINTENDO RULES, OK!

I've been accused of many things in my life - being greedy, being lazy, being overly gluttonous and, more recently, of having an unduly cynical outlook. I freely admit to all of these claims and apologise for none, but I would like to make clear my feelings about the games industry.

I'm just as disappointed as you are that the Nintendo Ultra 64 won't be with us this year, as I have been quite looking forward to playing the 'real' next generation of games, and by that I don't mean shoddy conversions of past arcade games that some video game companies seem happy to foist upon their customers. No, I'm happy to wait for what I know will be *the* games machine to have, for I'm quite confident that next April the Nintendo Ultra 64 will leave everything else for dead. Forget the Saturn and Playstation, they may be out now, but they don't have, nor do I believe they ever will, any decent games of the sort that only Nintendo can provide.

I'd also like to point out that the Super NES is far from dead. I'm the first to admit that the past year hasn't been the best in terms of quality releases, but it seems that the game developers have at last gotten out of their platform/beat 'em up rut and are taking up the challenge set by Rare's superlative Donkey Kong Country. With Doom, Killer Instinct, Diddy Kong's Quest, Earthworm Jim 2 and the surprise announcement of Super Mario World 2, I can't imagine why anyone with brains would forsake their Super NES for one of the over-priced, under-supported 32-bit consoles!

Fat Boy sez: Make mine Nintendo!

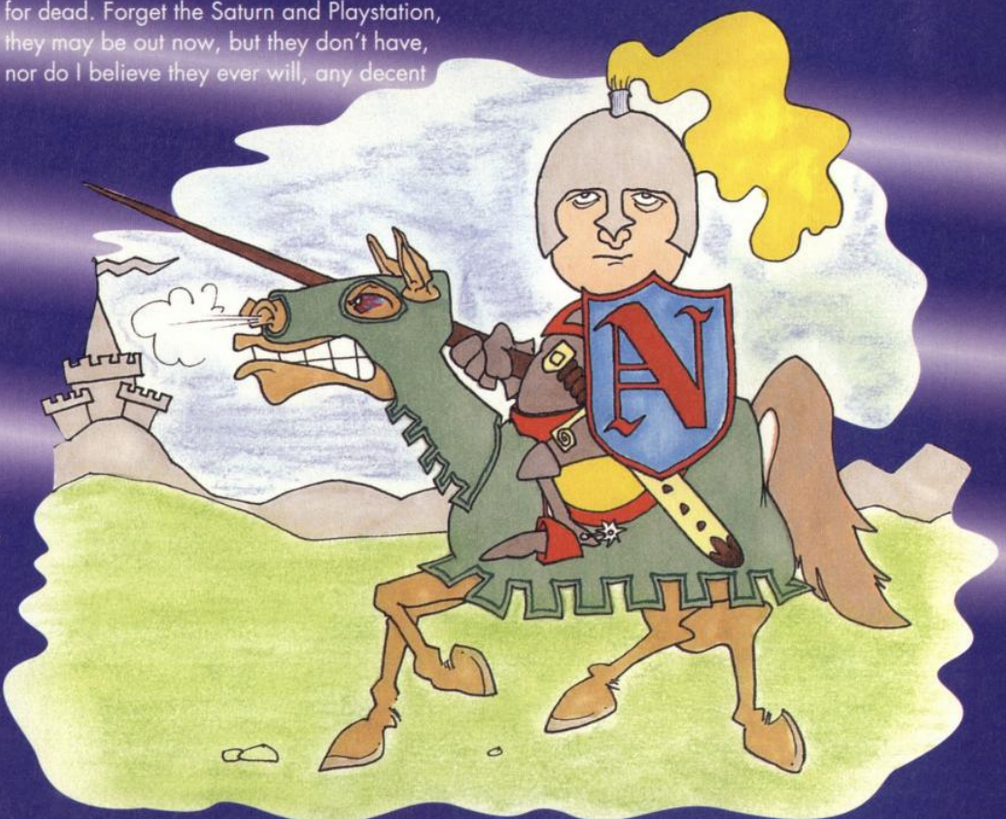

Illustration by Derek The Drop-Bear

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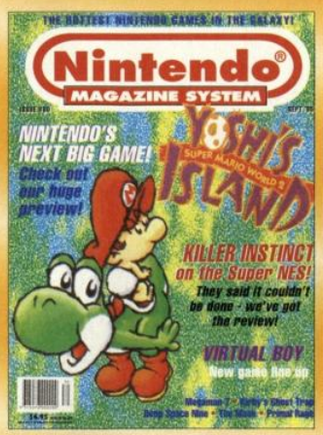
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VIRTUAL BOY
New game line up

COVER STORY

Yoshi's Island is the most exciting Super NES game announced for years and we've got the scoop on the hot poop. Turn to page 10 now! NOW!

SUPER NES REVIEWS

24 ... KILLER INSTINCT
The conversion you wouldn't have believed possible is now a reality. But how does it fare on the Super NES with all those other beat 'em ups?

30 ... METAL WARRIORS
Another game all about robots, destruction and death - yes! It's by Konami so you know it gotta be good, but unfortunately it's available on import only.

40 ... MEGAMAN 7
What, another Mega Man game?! This is a continuation of the original NES series and you'd best turn those pages quickly to see what it's like on the Super NES!

44 ... KIRBY'S GHOST TRAP
Kirby? Ghosts? Traps?! What does it all mean? Something to do with an avalanche of blobs, methinks.

GAME BOY REVIEW

46 ... NBA JAM T.E.
Hey, didn't the original NBA Jam just get released on the Game Boy a few months ago? Why, so it did! And here's the Tournament Edition with updated player stats and other useless stuff. Best check it out then.

PREVIEWS

10 ... SUPER MARIO WORLD 2
Be still my beating heart, IT has arrived! The sequel to the first and best Super NES game is here, some five years down the track. And are we excited? Voop! Voop! Voop! Yippieyippieyippie!!!

16 ... DEEP SPACE NINE: CROSSROADS OF TIME
I'm Sisko. Ben Sisko. And I'm in charge of this space station refuge for homeless aliens. And you'd better not try to sabotage the peace treaty negotiations, I'm telling you now.

18 ... BIG SKY TROOPER
If you think the name of this game sounds weird, wait till you see the game. It's got slugs in it and a talking dog computer. Mind you, it's from the guys who brought us Zombies Ate My Neighbours, so expect anything!

20 ... THE MASK
"Ssssorry I'm ssso late!" Sssmirks the Mask, "But the developers have been ssso busy making my Ssssuper NESS game absolutly ssstunning!" I'll ssstop with the S's now.

22 ... PRIMAL RAGE
Grrrr! Ungabunga! Me cave man, smart. Dinosaurs stupid, fight all day. Me watch, eat dead dino. Hehehe – aaiiigh! SQUISH!

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3 ... FRONT PAGE
Either you just read it or just missed it. Whatever, you can turn to page three for Fat Boy's monthly rant.

6 ... NINTENDO NEWS NETWORK
Mmmm... News. I wonder what tasty new Nintendo-related things are on the way?

52 ... ANIME AHOY
Amos' wet dream comes true! He's been allowed to write four pages about his favourite subject - Japanese anime robots! Eeeee!!!! (Keep the squeaking down, Amos!)

56 ... FAT BOY'S MAILBAG
Oh dear. More Yoshi-related nonsense!

58 ... BACK ISSUES
This is Skull's favourite pages. He doesn't read them, but it means less of you write to him asking how to get them!

60 ... SKULL'S Q&A
All sorts of things mysterious happen on these pages, so you'd better turn to them quick smart if you want to find out what!

62 ... NINTENDO HELP SYSTEM
Otherwise known as tips and tactics, for it is here you will find that sort of stuff.

66 ... NEXT ISSUE
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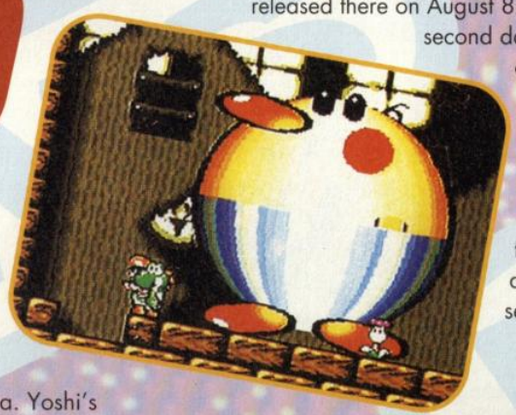
NOW READ THIS

34 ... PARADIGM INTERVIEW
Para-who-digm? They designed some of the development tools that will be used to create the Nintendo Ultra 64 games of the future.

50 ... VIRTUAL BOY
Nintendo's answer to the Stealth fighter, or something. It's out now in America, but we're still waiting. Let's take a look anyway, shall we?

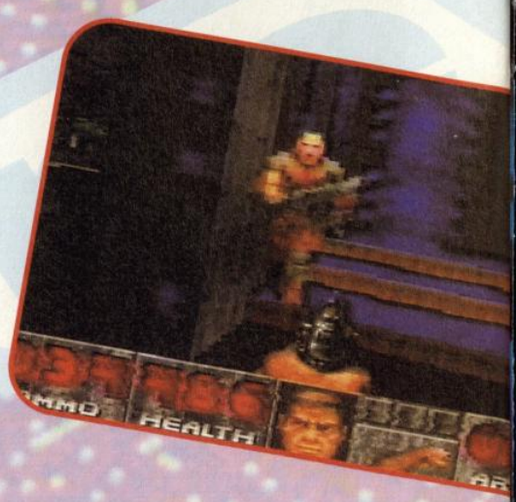
NNN
NINTENDO NEWS NETWORK

YOSHI'S ISLAND AHOY?

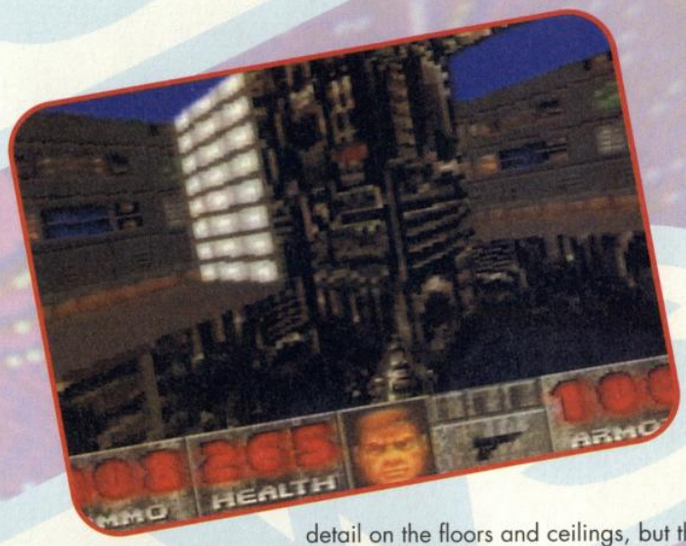


Without a doubt the most exciting Super NES news this year is the announcement of Super Mario World 2, a.k.a. Yoshi's Island. Forget Diddy Kong's Quest and Killer Instinct, Yoshi is going to cut the over-priced 32-bit consoles to pieces with gameplay they can never hope to match! You can read all about it a few pages on, but the question we're asking here is when will it be available in Australia?

Nintendo is notorious for its impenetrable cloak of secrecy, the fact that Yoshi's Island has been virtually completed for over a year and wasn't even mentioned at the E3 show is testament to that, but getting a firm release date for Australia is like getting blood out of a stone! Japanese Super NES owners are the first to explore Yoshi's Island, which was released there on August 8, and the Americans are due to get it on the second day of October, but there's been not a peep about a Pal version for either Australia or the UK. There's been rumours of it being held back until early 1996 to give Donkey Kong Country 2 a longer run on the shelves, but we also heard that Diddy may be held back for Yoshi! Either way, the Super NES has a very bright year ahead and looks set to give Sony and Sega serious cause for concern!



Super DOOM



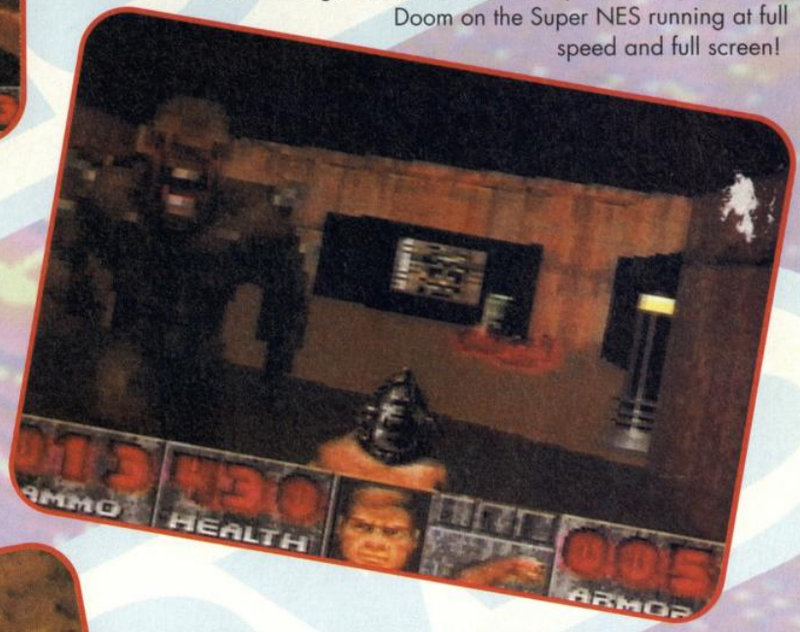
There has never been a better time to own a Super NES than now, the quality of the next wave of software is at an all time high and with such a variety of top titles to choose from, there's bound to be something for everyone. And if running down dimly lit corridors with a shotgun while screaming out KILL! KILL! KILL! is your thing, then Doom is the game for you.

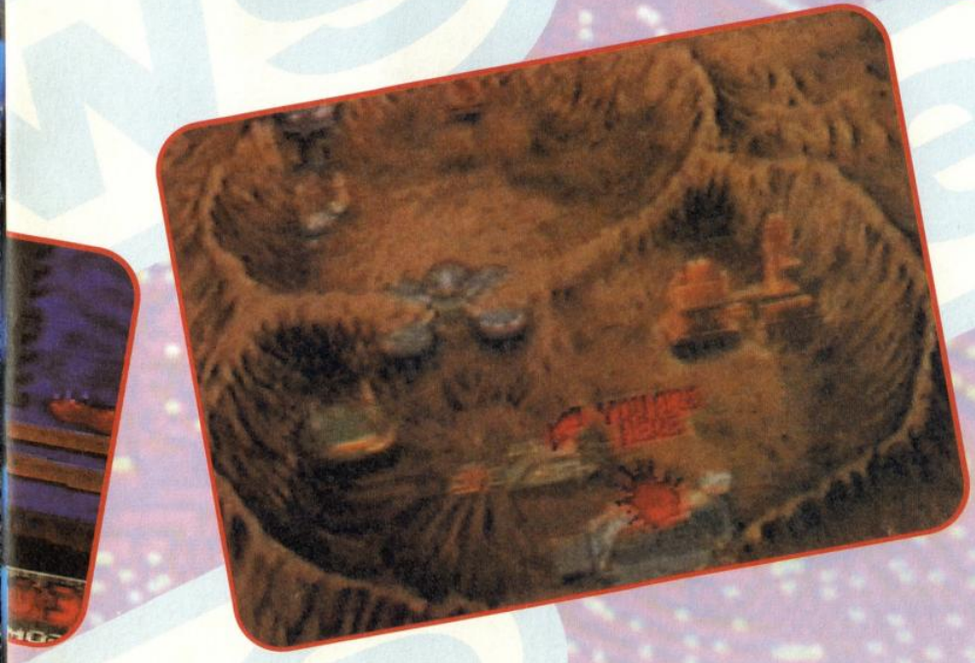
It's taken Sculptured Software the best part of this year to convert the most popular PC game of all time to the Super NES, a feat most thought impossible, but they've finally done it. One of the secrets to their success is the use of the FX2 chip, previously employed in Stunt Race FX and the forthcoming Starwing II.

Although the FX2 chip has generally been used in the past to assist the Super NES with polygon handling, in Doom it does much of the number crunching required to put all those lovely texture mapped details on the walls.

However, there's a bit of a difference between a PC capable of running Doom and a 16-bit Super NES, so a few changes have had to be made. Five of the original 27 levels have been lost, but those that have been retained are exactly the same as the original levels, right down to the locations of the weapons and pick-ups. The animation rate has been reduced to 15 frames per second, although the actual game speed remains the same. In fact, the only noticeable change is the lack of detail on the floors and ceilings, but this is hardly cause for concern.

Overall, the Super NES version of Doom is the closest yet to the PC version. It's better than the Jaguar version - all the bosses have been included and Sega 32X owners will weep when they see Doom on the Super NES running at full speed and full screen!





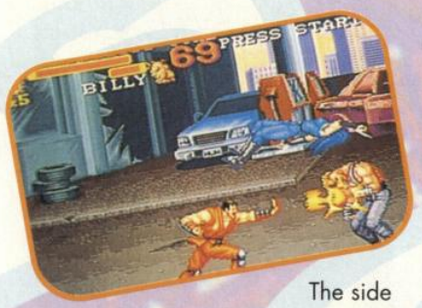
ULTRA DOOM

The Nintendo Ultra 64 version of Doom is coming along quite nicely, thanks to the programmers at Williams. This isn't just going to be an updated version of Doom or Doom 2, it's a whole new game - Doom 3, if you will. The level designs are different to anything previously seen and, thanks to the NU64's superior texture mapping capabilities, the detailing of buildings, monsters and objects will be incredibly realistic. The game is scheduled to be ready for the April '96 launch of the Nintendo Ultra 64.

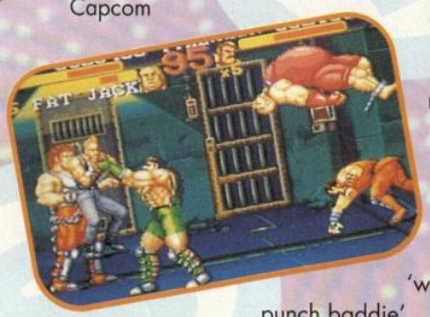
CAPCOM CARBON COPY EDITION

Capcom may be winding down its 16-bit activities in favour of the next generation consoles, but it hasn't deserted the Super NES just yet.

Final Fight 3

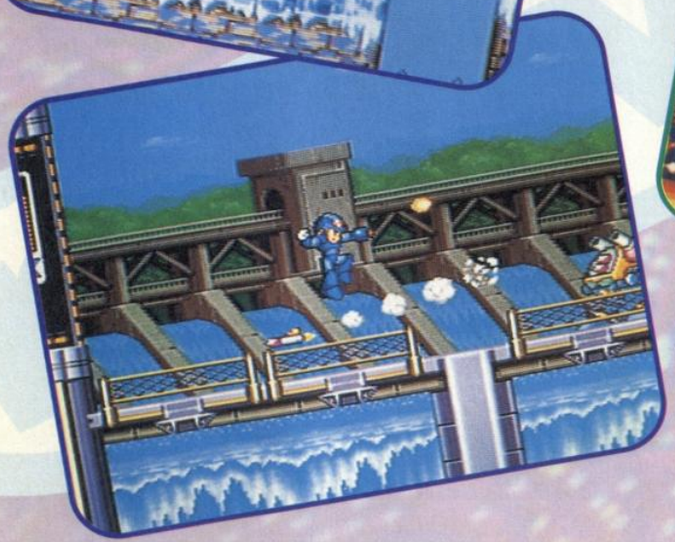


The side scrolling beat 'em up genre is alive and well, at least according to Capcom, for it has just released in Japan a third edition of its classic arcade game Final Fight. The Capcom naming department has gone into overdrive and come up with the astoundingly original title of Final Fight 3, and, not surprisingly, the game play is of the same 'walk right, punch baddie' variety as seen in the original. Still, it's proved a popular formula in the past and this latest version has the expected improvements, ie. bigger and better graphics and new moves. Haggar and Guy of the original Final Fight feature prominently and don't be surprised to see characters from other Capcom games popping up.



Mega Man X3

Mega Man X is to make his third appearance on the Super NES in - wait for it - Mega Man X3. The name's virtually the same and so is the game, but if you enjoyed the previous Mega Man X games you'll like this one as well. Once again, Capcom is beefing up the graphics with the assistance of its C-4 accelerator chip. The cart contains 16 Mbits of memory, four more than X2, so hopefully the game will be larger and more challenging. Unfortunately, there's little chance of a local release for X3, or even for X2 or Mega Man 7, so the faithful will have to look out for U.S. and Japanese imports.



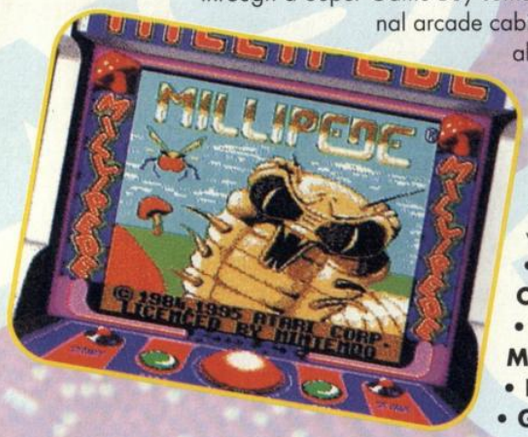
Street Fighter GB

The Game Boy edition of Capcom's legendary one on one beat 'em up is due out next month so we thought we'd give you another sneak peak. As you can see, all the moves are exactly the same as the arcade and Super NES versions and the Super Game Boy backgrounds look great. Theoretically, the game play shouldn't be any different to the original, but it will be interesting to see how the programmers get around the problem of the Game Boy having only two buttons. Our guess is that a light kick or punch will be performed with a quick tap on the appropriate button and medium and heavy attacks will be carried out by holding the buttons down for slightly longer periods.

Groovy Games

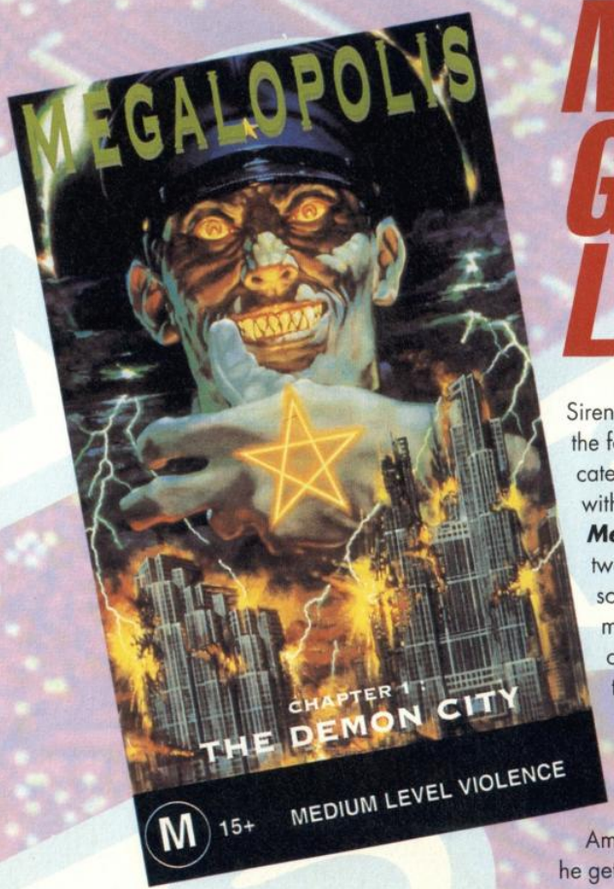
With Donkey Kong Land and Killer Instinct, the Game Boy has proved it can handle the latest in gaming technology with ease. However, Nintendo is about to send it into the past with a collection of arcade conversions that were popular in 'game parlours' before most of you were born!

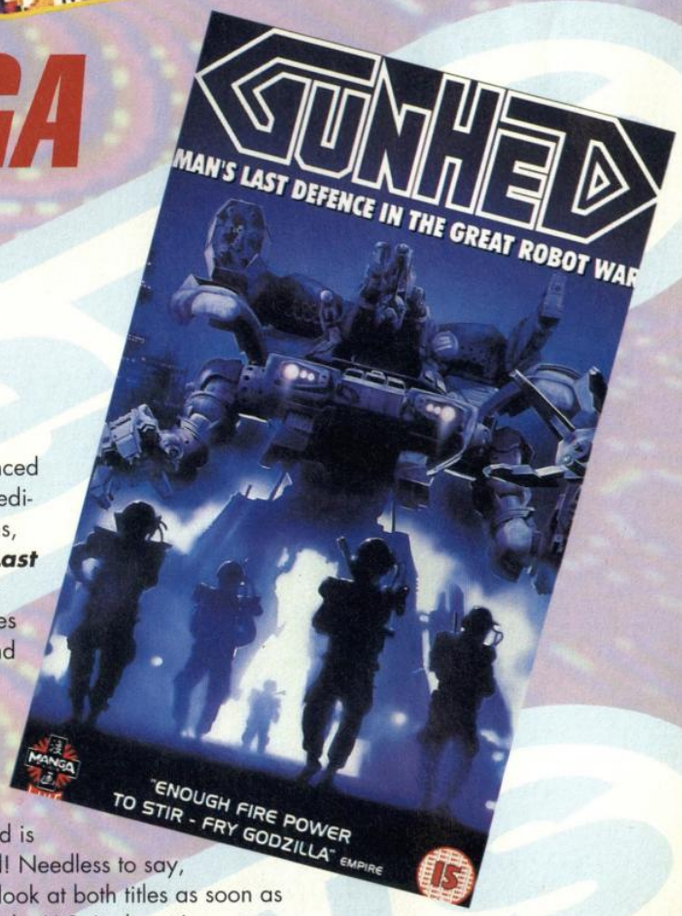
Each Game Pak features two classic games and when played through a Super Game Boy some of them will display the original arcade cabinet artwork. The games are all 1 Mbit and should be priced accordingly, and they will be released over the months leading up to Christmas. And this is what they are:



- **Asteroids and Missile Command**
- **Centipede and Millipede**
- **Defender and Joust**
- **Galaga and Galaxian**

MANGA GOES LIVE





Siren Entertainment has announced the formation of a new label dedicated to live action productions, with ***Gunhed*** and ***Tokyo: Last Megalopolis*** being the first two releases. Gunhed features some great industrial sets and mecha designs with plenty of Aliens-esque action throughout. Last Megalopolis is based on the anime video Doomed Megalopolis and is even better than Gunhed! Needless to say, Amos will be taking a closer look at both titles as soon as he gets back from his holiday in the U.S. Lucky git!

SPECIAL FEATURE

Yes, this is Super Mario Bros 5! No, we didn't believe our eyes either! Yoshi's Island is the most eagerly awaited game in five years, and NMS is ecstatic to present you with the official low down.

Nintendo Co. Ltd released the first shots of this top secret project to Japan in mid June. Since then NMS has been on Nintendo's case: What is the story? How does it play? Is it bigger than Super Mario World? When is it released? Well, Japan are looking to have the game by early August. The UK release date is to be confirmed (that it won't be released at all is unthinkable!!!). Meanwhile all the answers we can provide so far are presented for you here.

SUPER MARIO BR
YOSHI'S ISLAND

THE MUSHROOM KINGDOM YESTERDAY

It is the time before Mario is born. The Stork carrying Mama and Papa Mario's special present to the Mushroom Kingdom is rushing to make his delivery before dawn.

Meanwhile, in King Koopa's palace, the sorcerer Kamec consults his crystal ball and discovers that this 'Mario' will bring the downfall of the Koopa Kingdom. Together King Bowser and his sorcerer plot to prevent the child from ever being born.

Accidentally the stork drops its package from the sky, revealing that he is carrying twins to Mama and Papa. The one named Luigi falls into the sea, and is retrieved by Kamec – oblivious that there is another. The other, Mario, lands on the back of Yoshi on his island; who bravely decides to reunite the twins and put paid to Koopa's plan!

PASS THE PLUMBER

Four types of Yoshi exist in Yoshi's Island, one from each continent, and they like to mingle. So some worlds become a kind of relay race, with poor baby Mario as the baton. The reason he's handed over so many times is that all Yoshis have special abilities, required to overcome specific obstacles. Yoshi may only lay his all-important eggs after eating the right food. In addition, by collecting the appropriate item, Yoshi changes into one of five forms of transportation. In the example shown here Yoshi is a helicopter.

(below) Looks like the graphics have been drawn in felt-tip pen, doesn't it!

(above) Making the most of these abilities is important for finding clues and bonus areas.

GAME DATA

- GAME: YOSHI'S ISLAND
- BY: NINTENDO
- RELEASE: TBA
- GAME TYPE: PLATFORM
- PLAYERS: 1-2
- CART SIZE: 16 MEG

BUMPING INTO THE WRONG GUY

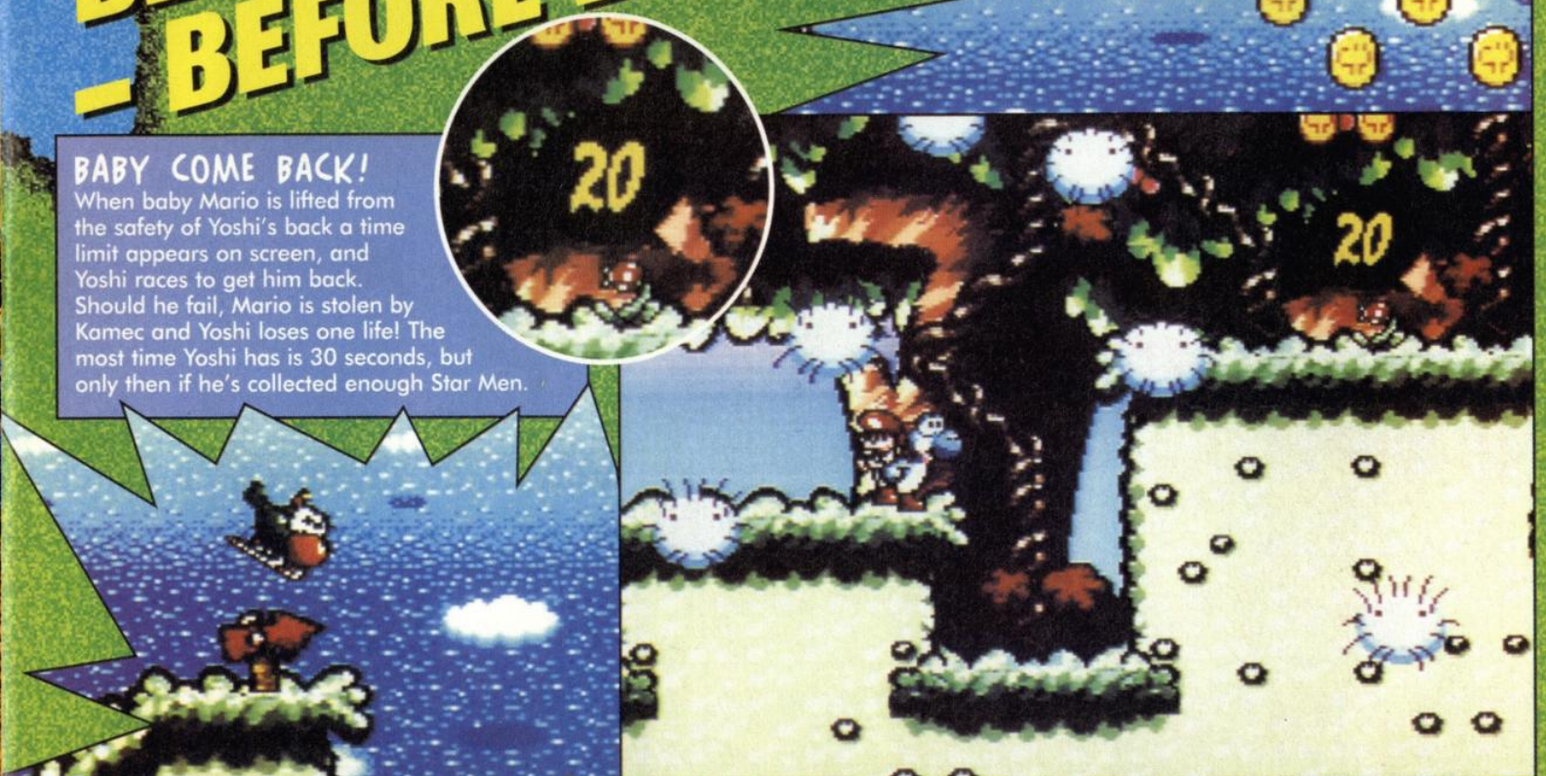
Not all creatures on Yoshi's Island are fatal. These Watabos for example only cause dizziness, leaving Yoshi to stagger about wearing a daft expression. Other enemies affect Yoshi in a way that he cannot walk. Of course this leaves him open to attack from swifter characters such as monkeys.

(LEFT) Yoshi morphs into the Mogura (Mole) Tank, and burrows underground!

05 BEFORE SUPER MARIO BROS - BEFORE DONKEY KONG!!!

BABY COME BACK!

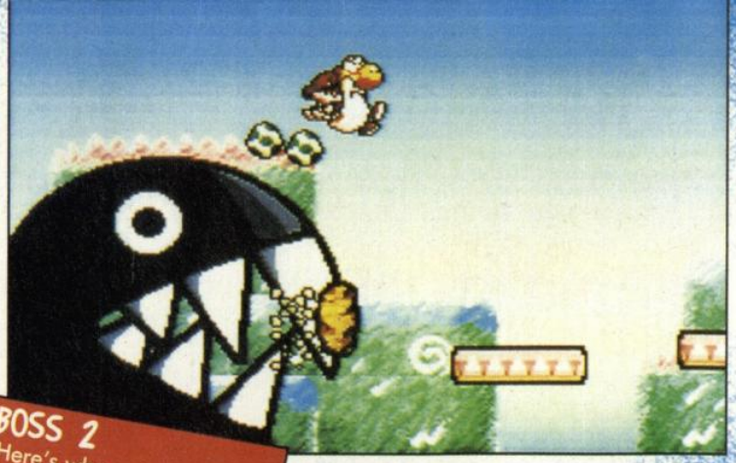
When baby Mario is lifted from the safety of Yoshi's back a time limit appears on screen, and Yoshi races to get him back. Should he fail, Mario is stolen by Kamec and Yoshi loses one life! The most time Yoshi has is 30 seconds, but only then if he's collected enough Star Men.



SPECIAL FEATURE

BOSSARARAMA!!!

Every fourth stage, Yoshi and Mario bump into one of the Island's Bosses. They're all far bigger than even Bowser in Super Mario World, and much tougher too! However before this pattern is learned, you'd be forgiven for thinking there's a Boss in every stage. This is because the FX chip enables tons of enormous characters to inhabit Yoshi's Island. Take a look at Bow Wow – the snappy dog from SMB3 & Link's Awakening – for example. Loosed from his chain and more than five times the size, he chases Yoshi and Mario while chomping through the scenery! Neither is this Cookie Monster look alike a Boss, though he scares the wits out of anyone crossing the lake!



(above) Bow Wow gives chase! You can bet this section requires flawless Super Mario technique to survive!

BOSS 2

Here's where the FX chip kicks in! This giant Watabo (cotton monster) tries to smother Yoshi and Mario with its huge body. As our heroes valiantly bombard its hairy heart with eggs, the creature crumples up and backs off. As you can see, Giant Watabo is transparent too.

BOSS 1

Boss number one is this fatso, whose ego needs deflating. Mario and Yoshi get to work on dropping its trousers, using the weight of the eggs to bring down the Boss's pants!!!

SUPER MARIO GOES

(ABOVE) The wall behind our heroes comes crashing into the foreground!
(ABOVE RIGHT) Yoshi balances across an enormous rotating drum – another Super FX special prop.

WOT NO POLYGONS!

After StarWing and Stunt Race FX, you might suppose Nintendo's FX chip is used only for generating polygons. Not so. Take a look at the second Boss for example. Its body shifts and distorts in a way never seen before, and it's all down to the FX chip's power. Many characters and backgrounds in SMB5 rely upon the processing power of the Super FX to scale and rotate, or present them as a 3D object. Imagine the possibilities!

SUPER FX!

(right) The intro sequence is rendered, using Silicon Graphics.

ISLAND HOPPING MAD

Completing Super Mario World involves finding all 96 worlds. That's 100% of the game's secrets. Yoshi's Island is divided over six courses, each of which is split into eight areas. In every area Yoshi is to find 100% of its secrets, and his performance is recorded by the game's battery-backed memory. This is no-nonsense Super Mario style game play, involving some serious thinking to win!

FLOWER MAN IN THE CAN

The end of every stage is signified by a Goal, in much the same way as it is in Super Mario World. The difference here, though, is the addition of a roulette game. Crossing the line triggers the wheel of fortune, comprising of Star Men, Flower Men, and Coins. Should the Flowers come up trumps, Yoshi is taken to a bonus game, of which there are six types.

(above) Yoshi plays catch. Or should that be 'drop!' Whoever lets the giant marble fall is the loser.

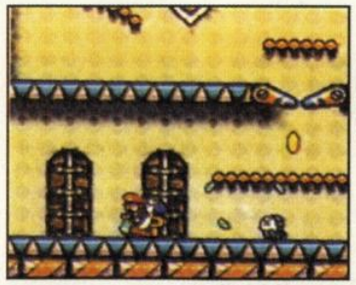
(left) Here Yoshi has three attempts at a scratch card. There's the possibility of gaining three credits out of this.

HIP KINDO' DINO

Basic Yoshi controls are similar to Super Mario's, but customised to suit his dino needs. As before he may swallow and spit enemies, However some taste so horrible that he refuses point blank to eat them, and stands there crying instead! Jumping is a more skilled art with Yoshi, as he is able to pause momentarily in the air, Wile E Coyote style, to gain extra distance.

Eggs are Yoshi's tour de force. Instead of spitting out enemies, swallowing them causes Yoshi to lay an egg. A maximum of six eggs follow Yoshi around at one time, and are thrown by the lovable dino for a number of reasons. Aiming the egg involves the use of a cross hair, rotated through 180° to get he right trajectory. Once eggs are released it's okay to bounce them off certain surfaces to hit the right target. Bonus items out of reach are also gained by lobbing an egg their way. Should Mario ever become separated from his guide, Yoshi's eggs bring him right back to the saddle.

In addition to the standard green egg, there are also red, yellow and pink ones. Cracking them open rewards Yoshi with either a Star (Pink), a red coin (Red), or a simple yellow coin (Yellow.)



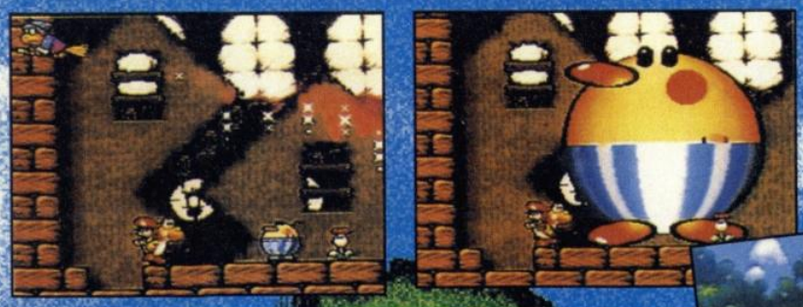
Another tactical advantage Yoshi has over Super Mario is the ability to bounce enemies into the ground, or hammer certain platforms into a lower position with his Hip Drop manoeuvre.

(RIGHT) Yoshi discovers that even his eggs aren't good enough to crack this Boss. He resorts to flinging the enemy's orange balls back instead.

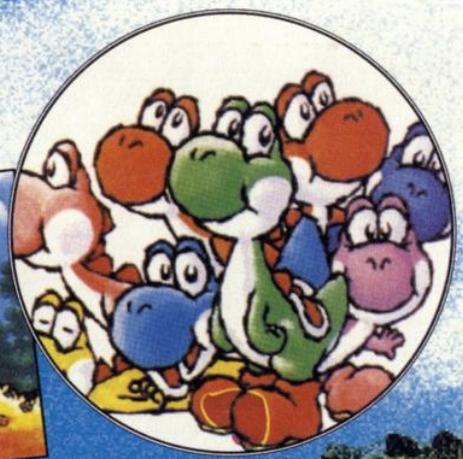
OVER 100 NEW CHA

WATER MELONS EVERYWHERE

Yoshi respects Water Melon etiquette by blurting seeds out all over the place. There are a few strains of Water Melon, the benefits of which vary depending on colour. The red ones, for example, cause Yoshi to breathe fire!!!

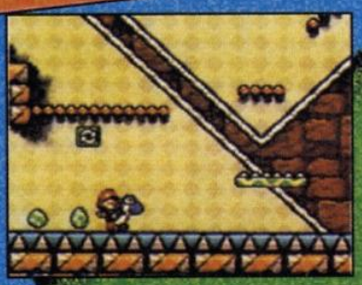


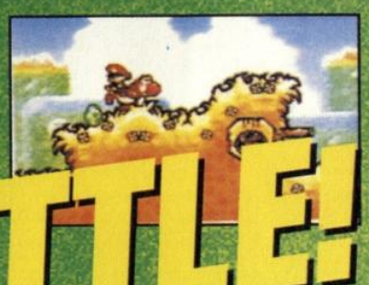
(BELOW) *This Red Flower swallows Yoshi whole! He's just one of the 100 new enemies that inhabit Yoshi's Island.*



OO' HAVEN'T YOU GROWN!

When Yoshi meets the first boss, it appears the varmint is of no threat at all. It's tiny! Kamek soon puts paid to that situation, however, by swooping onto the scene riding his broom. scattering magic growing powder about the place. Hey Presto! One big, bad boss!





RACTERS TO BATTLE!

(BELOW) *Giant Wan Wan drops out of the sky, after falling from the top of a mountain! Yoshi can deal with him, so long as he sees it coming.*

OPEN UP!

Yet more bonus stages are locked away behind closed doors. Find the right key and Yoshi gains entrance to one of the special Mini games, devised by his fun-loving dino clan.

ON CLOUDS AND SILVER LININGS

More all-new features exclusive to Yoshi's Island are: Red Coins – collect all 20 in every stage for BIG points. Question Mark Cloud – drops Star Men, and cracks open the Red, Pink, and Yellow eggs. Switch – opens new roads to secret places. Information Block – works in the same way as the radios in Super Mario World.

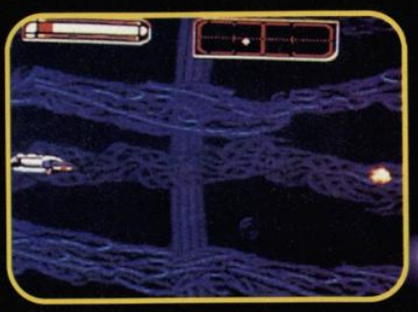
STAR TREK

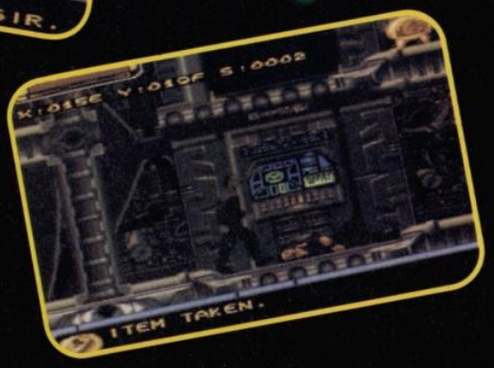
DEEP SPACE NINE

CROSSROADS OF TIME

Star Trek has gone through a fair few changes over the decades. Just think of the leaps in technology from the polyester clad days aboard the original Enterprise to the slick new Voyager. Long gone are the days of electric razor-shaped communicators and pushing the warp drives until "She canna take it no more cap'n!" It's more intergalactic co-operation and diplomacy than scantily clad blue-skinned space maidens and rubber hose wielding aliens!

A prime example of this newly found political intrigue among the stars is the Deep Space Nine station. Positioned next to one of the most important wormholes in the known universe, conflict reigns between the Federation representatives and the Cardassian locals eager to reclaim their space station. In the game, the player is thrown into the boots of Commander Benjamin Sisko, who is investigating the spate of unusual events threatening the safety of the station. The action is a mixed bag of platform side-on views and RPG mystery. Interested? Then perhaps you'd like to read on...





Star Systems

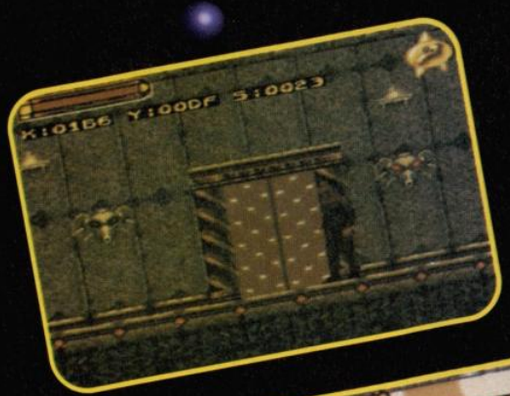
The programmers of Novotrade have tried to capture the hustle and bustle of the TV series by including most of the regular characters. Commander Sisko, being the man in charge of the whole operation, features heavily, but you can also expect to catch up with other familiar faces. Chief engineer O'Brien and Major Kira Neyes offer support and advise essential to the completion of tasks, and the mischievous Quark is a veritable gold mine of information. Naturally, the Cardassians are too helpful, but occasionally one will let some important information slip.

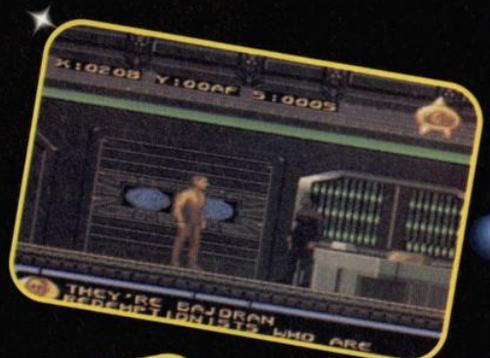
Enterprising

In the same way that the intrigue of an episode of the TV series unfolds, Sisko's missions take him from one end of the quadrant to the other. Starting in the corridors of the space station, Sisko's first case to solve leads to the depths of the cargo hold and the discovery of grenades that someone has planted. There's also a spot of shore leave for old Ben on Bajor, only he doesn't get much of a break, instead having to rescue the religious leader of the planet. In a more bizarre set of circumstances, Sisko revisits the disaster aboard the USS Saratoga and the confrontation with the deadly Borg!

Hole In One

Although the majority of the game is a side scrolling affair with the player controlling Sisko, the player also has the chance to take over Dr Bashir and pilot the shuttle through the notorious wormhole. As the plot thickens and the reason behind the current situation is uncovered, Odo also makes a guest appearance and enters the scene to assist in a vital mission suited only to his peculiar ability to morph into a small rodent.





What exactly they've been feeding those game designers down at Lucas Arts is a mystery, but if their latest release is anything to go by it must be fruit fancy tea cakes! Not only are the hostile aliens a band of spineless invertebrates with an all-powerful slug for their guru, but it turns out that their particular hatred of the human species is derived from a disgust for our advertising habits, and the fact that we have bones! Sign up as a Big Sky Trooper and things get even weirder...!

big sky trooper

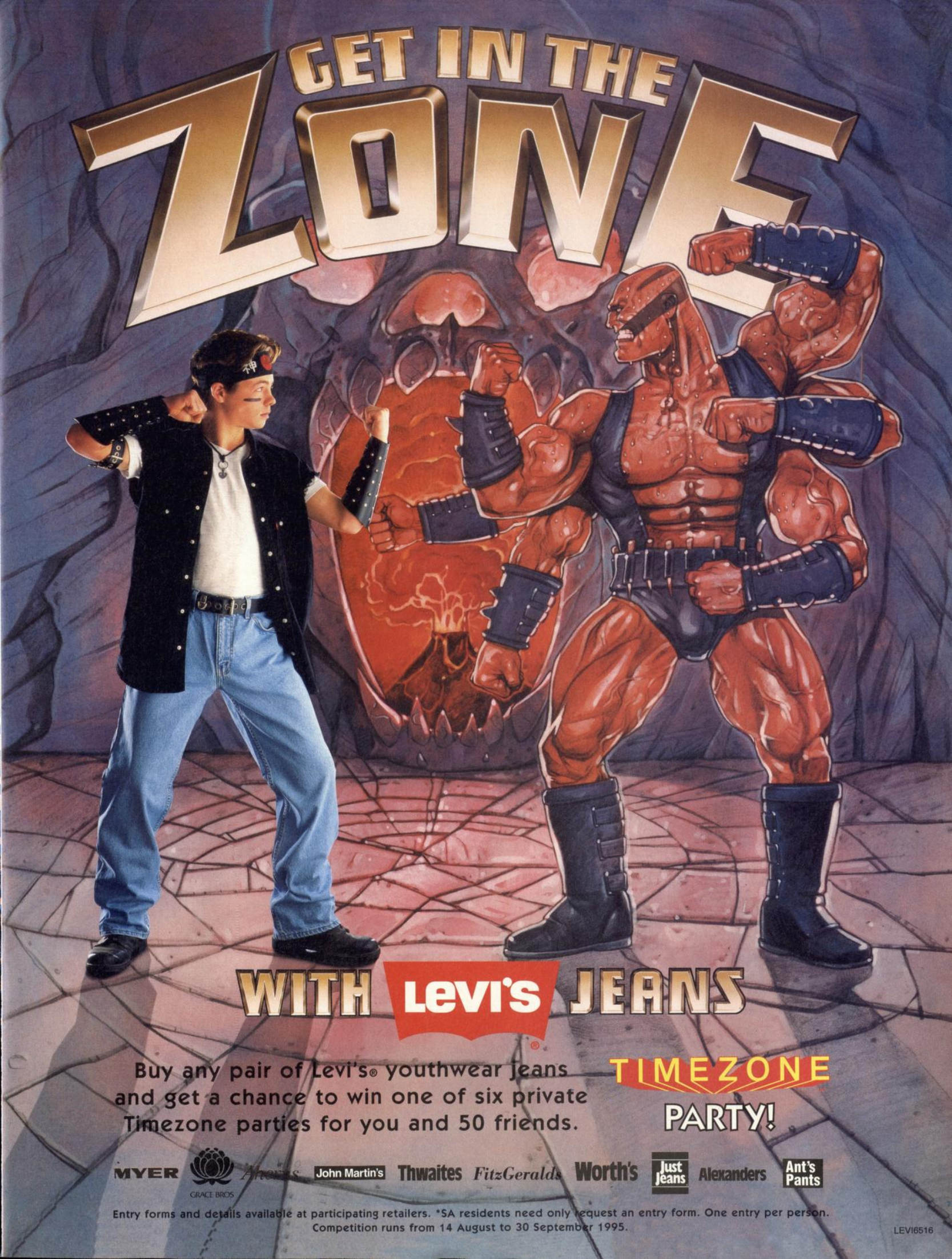
Big Sky Trooper is a sci-fi adventure game, much in the style of Zelda, but with a more wacky edge. The programmers have used the basic engine from the highly popular Zombies and put together a game that includes isometric platform action, head-on dogfights in spaceships and plenty of puzzles to solve, people to find and power-ups to acquire.

gunning for the future

The range of optional power-ups in Big Sky Trooper is vast, enabling the heroic soldier to do a variety of things. For example, there are four gun parts to discover that improve the range and power of attacks when tackling enemies on dangerous planets or other hostile environments. More than this though, by combining certain gun parts, it's possible to fire decoys that fool enemies, slip on some jet shoes to traverse obstacles and gaps or even launch tactical nukes at the end of every successful mission, Troopers receive stars as promotion.

today's menu

As you would expect from any self-respecting adventure game, BST comes with an extensive menu that enables the player to call up maps, receive advice from FIDO (the ships computer) and also call up and use any items collected. This might be something like a Black Hole which sucks all course you've managed to procure the Black Hole Grappler.


GET IN THE ZONE
WITH Levi's JEANS
Buy any pair of Levi's® youthwear jeans and get a chance to win one of six private Timezone parties for you and 50 friends.
TIMEZONE PARTY!
MYER
GRACE BROS
Ames
John Martin's
Thwaites
FitzGeralds
Worth's
Just Jeans
Alexanders
Ant's Pants
Entry forms and details available at participating retailers. *SA residents need only request an entry form. One entry per person.
Competition runs from 14 August to 30 September 1995.
LEVI6516

THE

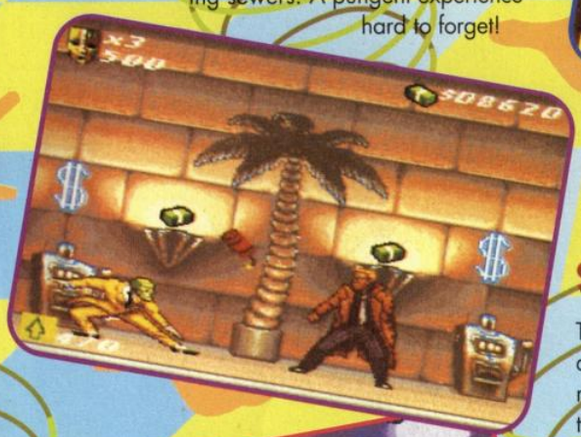
The challenge of capturing the spirit of The Mask in a Super NES game has fallen to THQ, which, despite a few dud games in the past, has undergone a major overhaul and is now pumping out quality games such as seaQuest DSV and PGA European Tour. We asked THQ what they were doing with The Mask and this is what they told us...

"We took a trip up to Industrial Light & Magic and they showed us the storyboards. They had a whole wall covered with storyboards showing us the effects." said a THQ spokesman. "We were in constant communication with them and they were sending us effects as they finished them. What we were trying to do was make The Mask on the screen look and feel as much like the effects in the movie, so we were paying a lot of attention to what ILM was giving us. What they were telling us was that The Mask is this wild cartoon character that can do just about anything, so we've been letting our imaginations go."

MASK

FREE AS A BIRD

THQ were given free licence from New Line to expand upon the concept of the movie, so they've chosen to mix familiar locations with new. So expect to see Ipkiss strut through the Coco Bongo Club before taking his oddball crusade into the stinging sewers. A pungent experience hard to forget!



BOOM CHIKA-BOOM!!!

King of the rumba beat, Cuban Pete makes an appearance in the game too. He's just one of the sight gags THQ has included to imitate the great character of the movie. They're aiming for authentic sounds, too, so hopefully we can expect to hear the infamous 'Sssssmokin!' catch phrase, among others. Of course, this is all down to memory limitations. Says the THQ spokesman, "We'll be limited more by space than creativity." Well, at least they've got their priorities right!

SOMETHING NEW

THQ has gone all out in an effort to inject much needed originality into the stale platform genre and The Mask uses all his wildest moves from the film to great effect in the game. Is that a sledgehammer in your pocket or are you just glad to see me? No, it's a sledgehammer, and Ipkiss can break through floors with it to reach lower levels. He can also turn into a spinning whirlwind, flatten foes with his concealed fog horn and disappear through the ventilation ducts of buildings to re-emerge somewhere else. Not to mention the arsenal of guns he carries in his pocket which would shame most armies!

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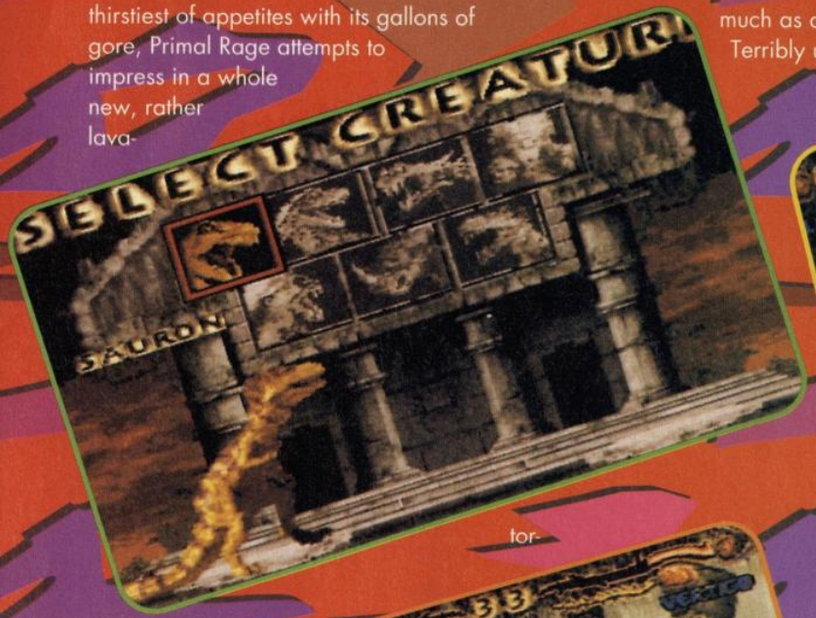
PRIMAL™ RAGE

In Jurassic Park it took top scientific minds years and millions of dollars in research to resurrect these mighty behemoths. They needn't have bothered, for all they really needed was a freak meteorite strike to unlock the beasts from suspended animation somewhere under the ice cap - just like in Time Warner's one or two-player beat 'em up, Primal Rage.

Seven of these reanimated raging rucksters are currently embroiled in an almighty battle. Each has, through fear and threat of being eaten, garnered large tribes of human worshippers. However, there can only be one supreme dinosaur. Which one will it be? The foul-bottomed Chaos? The spiky Armadon? Or the terrifying Talon? Only you can decide...

JURASSIC JAPERY!

Where Mortal Kombat whetted the bloodthirstiest of appetites with its gallons of gore, Primal Rage attempts to impress in a whole new, rather lava-

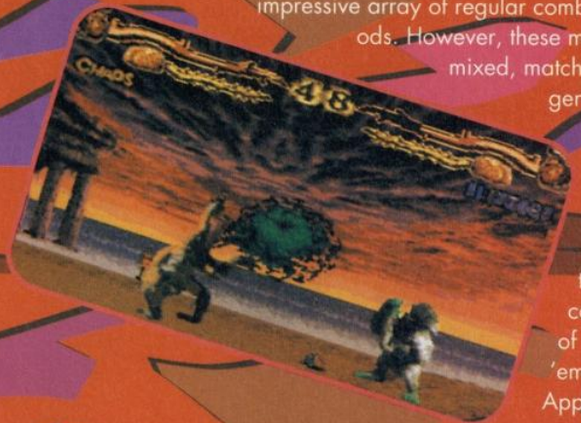


tor-

ial manner. It seems that, of each contestant's special moves, at least one is, well, disgusting. Chaos, the half brother of the apelike Blizzard, has a green and gaseous Fart of Fury, while one of the other monsters simply walks up and takes a leak over the other player - without so much as a by your leave too! Terribly unhygienic.

CRUSTY COMBOS

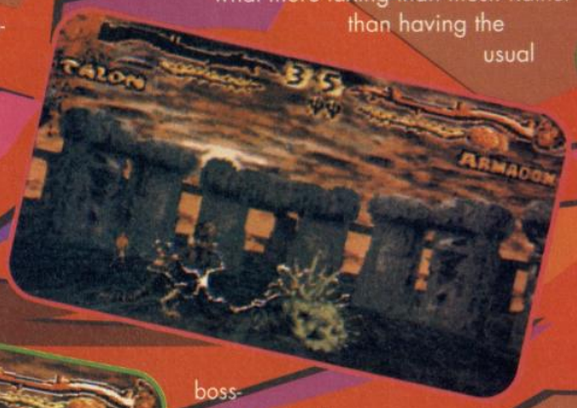
The Primal Rage marketing department has made some pretty strong claims. It boasts that, last year, Primal Rage was the most played arcade machine - surpassing even MK2. The game also reckons to knock other beat 'em ups into a rakishly cocked hat in the combination department. Each of the seven combatants has at least half a dozen special moves to add to the already impressive array of regular combat methods. However, these may be mixed, matched and generally combined in a huge number of ways to produce the largest combo count of any beat 'em up. Apparently.

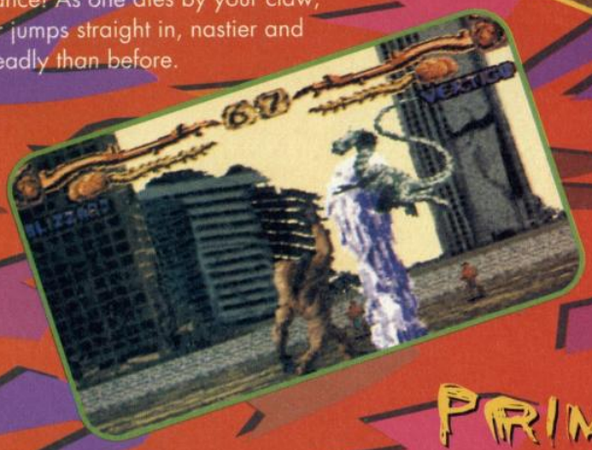


MMMM CHEESE!

In fact, Primal Rage is keen to disassociate itself from other fighting games in a couple of other ways too. The control method is unlike any other beat 'em up. Only four buttons are used and specials are executed by holding the buttons, performing the joystick move then letting go of the buttons.

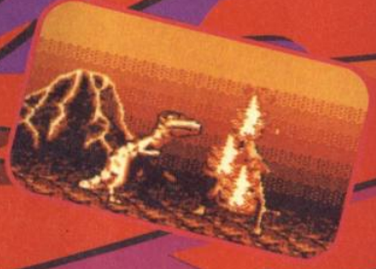
Getting to the end of this game is somewhat more taxing than most. Rather than having the usual boss-es to contend with, in Primal Rage the player is dumped into a Battle Royale where all the fighters you wasted earlier return one after another to exact vengeance! As one dies by your claw, another jumps straight in, nastier and more deadly than before.





PRIMAL BOY

Primal Rage is making its way to the Game Boy as well. There's only six characters, but the programmers reckon the game runs faster than the Super NES version!



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Forget the big beefy cartoon clowns of SSFII, or the dodgy digitised demeanours of the dudes from Mortal Kombat! The crystalline characters from Killer Instinct are here, in what looks like the best fighting simulation for the Super NES yet.

CART SPEC

- BY: NINTENDO
- PRICE: $99.95
- RELEASE: SEPTEMBER
- GAME TYPE: FIGHTING
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: The usual...

GAME INFO

- GAME ORIGIN: Conversion of the hit Ultra 64 arcade game
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Finish on one credit
- ALTERNATIVES: Street Fighter II, Mortal Kombat II, Primal Rage, etc...

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

(A) Heavy kick

(B) Medium kick

(X) Heavy punch

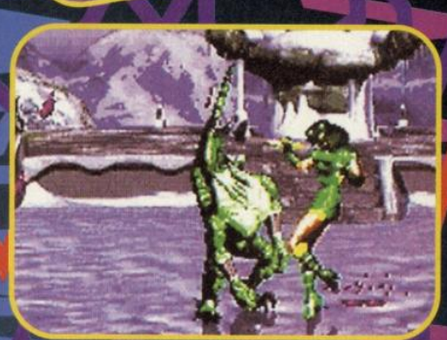
(Y) Light punch

(L/R) Light punch/ Light kick

(S) Start: Pause
Select: Not much

GAME CREDITS

- DEVELOPED BY: RARE
- DISTRIBUTED BY: NINTENDO
- MADE IN: UK
- ARTWORK: © NINTENDO



WHY THESE GUYS?

Yes, unbelievably enough, there is a story behind Killer Instinct. It seems that the whole tournament is the plaything of a decidedly evil corporation known as Ultratech. This multinational conglomerate strives for world domination by setting other weaker companies on each other and then selling them Ultratech developed weaponry in the ensuing brouhaha the follows. Ultratech use the tournament as a means whereby they test their latest warriors, in a brutal quality assurance ritual where a weapon is only ready for mass production when it has defeated all of the other combatants in the contest. The Ultratech developed fighters are essentially up against the other warriors that Ultratech have assembled as a part of the tournament.

SAY HI TO THE BAD GUYS

Some of the combatants in Killer instinct are a part of Ultratech's weapon development plans (and are thus regarded as 'bad guys'), and some of the fighters are there for other reasons or are fighting because they are hostages (and thus are 'good guys'). The Ultratech bringers of bad behaviour include:

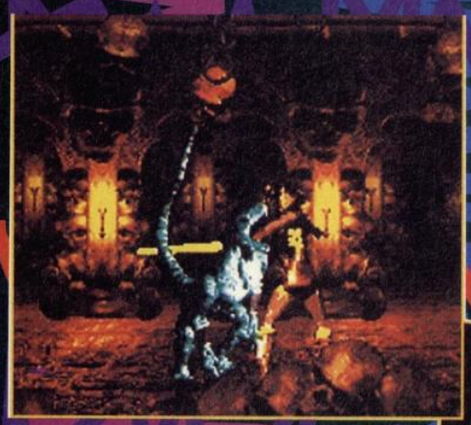
Fulgore - A prototype cybernetic soldier who will be ready for mass production once he wipes the floor with all who dare oppose him.

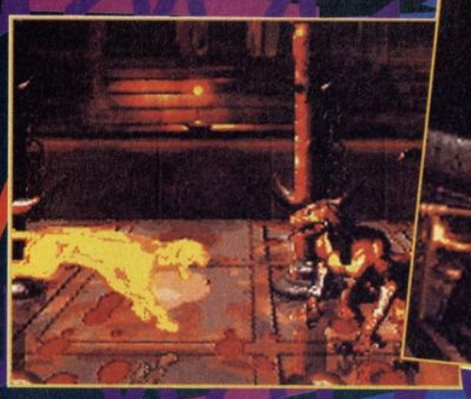
Spinal - A bizarre necro-embryonic experiment. Spinal is a warrior from the world of the un-dead, who was developed by a more sinister subsection of Ultratech's occult research division. Spooky!

Riptor - A hardcore hybrid, merging the incisive combat intelligence of an experienced human fighter with the raw aggression and power of a retooled creature. Riptor was spawned Jurassic Park-style using the DNA of dinosaurs long gone, or something similarly ludicrous!

Glacius - Glacius is driven by desire and his insufferable physical pain, and is totally ruthless as an opponent.

Eyedol – The most malevolent in a pretty damn mean bunch, this guy is a two-headed warrior from an apocalyptic realm past. Eyedol had been (until recently) interned in stasis, but now he has been released and is out to wreak havoc on all living and non living combatants. If it moves, he will bash it with his gargantuan club.





KILLER INTERVIEW

There has been much rumour and conjecture regarding the Super NES version of Killer Instinct so we thought we'd go straight to the horse's mouth, so to speak, and sent our top reporter, Pauli "Hotlegs" Bufton, off to the Rare HQ to grab this exclusive interview with the very programmers who created the Super NES game.

NMS: Are the characters' moves identical to the coin-op in terms of size, voices, and fatalities?

RARE: The characters' moves are identical in terms of fatalities, although, obviously, we had to make some sacrifices for the amount of frames and the voices. However, we still think it looks as stunning as the coin-op and manges to squeeze even more out of the Super NES' audio than has been achieved before.

NMS: Are there any extra moves?

RARE: Possibly. You'll have to wait and see!

NMS: How many hidden characters are there in the Super NES? Do eagle, Core and Heat Shade exist in either in either the coin-op or the Super NES version?

RARE: We are not releasing any information on which hidden characters will appear in the Super NES version at this moment in time. As for the hidden ones in the coin-op, all I'll say is a lot of these hidden features start as rumours and myths in gaming circles, however, you never know, some may have some truth to them!

NMS: When you perform an Ultra combo on one of the scaling tower levels, do the opposition still fall to their doom?

RARE: The scaling tower levels were not possible on the Super NES, although these levels are still in there, but in a fixed 2D environment.But hopefully you will still be able to knock your opponents off rooftops in the final version.

NMS: Will the Super NES version have all of the same character animations at the beginning and end of rounds?

RARE: Due to memory restrictions we were unable to fit the entire beginning and end animation sequences in. These sequences consumed huge amounts of memory on the coin-op and it would have been impossible to squeeze these onto a humble Super NES cartridge, so they have been reduced to still images at the start and end of a game.

NMS: When will you release all of the secret moves and codes for the characters

RARE: The secret codes will be released when we consider it the right time to release them. But there are no fixed dates as to when they will be released.

NMS: Is Eyedol going to be a playable character?

RARE: Yes, Eyedol should be a playable character in the final version.

NMS: Obviously the backgrounds in the coin-op are 3D modelled, how have you recreated this effect? What's happened to levels that scale – Orchid, Spinal and Cinder?

RARE: The backgrounds in the Super NES version are the same ones that appeared in the original. There are obviously less colours avail-

HURRAH FOR THE GOOD GUYS!

If the thought of all those bad guys fills you with terror, then fear not, for Killer Instinct has a certain sense of zen

logic about it as there is also a pantheon of hero types who are out to finish the tournament on top, even if it means they have to kill all of the other good guys, which is a bit of a moral inconsistency, really. These legend hero types are as follows:

TJ Combo - A beefy boxer who was the world boxing champion for five years running. Until he was disqualified for unnecessary brutality. Apparently, Combo now seeks redemption in the tournament, although he probably just wants to crack a few heads!

B Orchid - Not a woman to be trifled with, she's a cyberpunk inspired secret agent as well. Orchid has entered the tournament as an emissary from an unknown organisation.

Jago - Did I hear someone mutter the words Ryu wannabe? This monastic wrecking machine is seeking spiritual fulfilment through combat. The other fighters are nothing less than necessary pieces in the puzzle which makes up Jago's destiny.

able on the Super NES, but to retain that 3D visual quality we have included numerous levels of parallax scrolling to give them added depth.

NMS: What cutbacks, if any , did you have to make to allow the Super NES to perform combos considering the memory restrictions?

RARE: No cutbacks have been made to allow the Super NES to perform the combos, you can still do as many varied and unique combos as you can on the arcade version.

NMS: Do the button chains still exist? If so how will you adapt them to the Super NES joypad?

RARE: Button chains still exist and they work in exactly the same manner as they did on the coin-op. There is obviously the option to configure the joypad's controls so the individual can set up their own layout of buttons.

NMS: Rumour has it the Super NES version is more player friendly than the coin-op, how have you achieved this?

RARE: We achieved a more player-friendly version by listening to all the feedback we received on the coin-op version. Many players write in to express their likes and dislikes, which we take the time to read and consider their suggestions with a great deal of thought.

Sabrewulf – Offered a cure for his crippling disease (lycanthropy), Sabrewulf is in the tournament because he has been told he will be given a cure if he wins.

Chief Thunder – Not at all a copy of T. Hawk! Chief Thunder is a likely looking lad who is out to avenge the death of his brother Eagle, who was killed during a previous tournament. The fires of revenge burn in his heart.

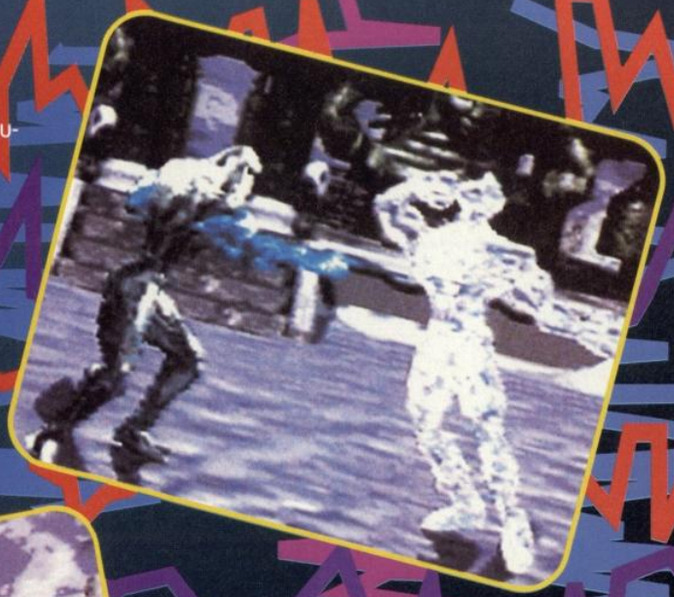
Glacius – The X Files would have had a field day with this guy! Glacius is an alien who slipped up and was captured by Ultratech. He has been promised his freedom if he can win the tournament. Ultratech hopes he will be proven inferior to their home grown destructive technology.

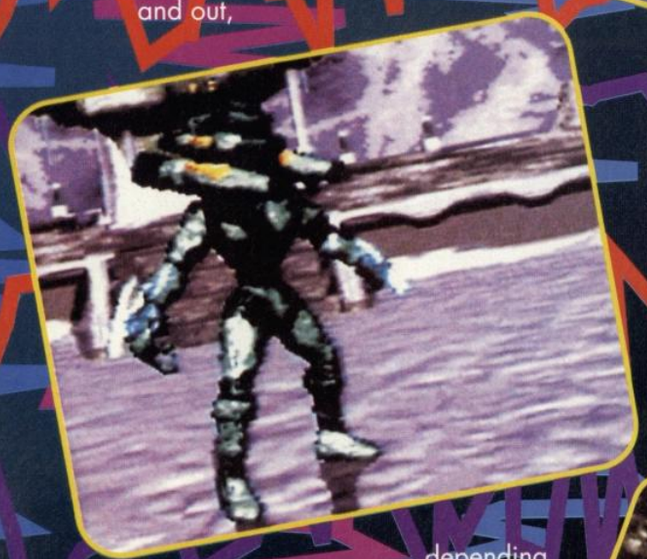
COMMENT

STEVE

My poor copy of MKII. After having a record breaking run in the Super NES, as the supreme bringer of all beat 'em up devastation, the end is finally nigh. Killer Instinct looks, smells and plays so superbly that I have no doubt about it doing some serious monopolising in terms of my console's run time. The visuals are unbelievable and the meaty satisfaction you get from delivering a malevolent selection of multiple hit combos just has to be experienced to be understood. This game is so far ahead of anything else on the Super NES (with the possible exception of MKIII which I am yet to see), that you really have to own it, love it and caress it like no other microchip wonder (well perhaps I am getting a bit carried away, but you get my point). The only minor quibble (and it is really nitpicking to whinge about this) is that it would have been nice to see a little more in the way of speech samples, but given that the game in its current form is an incredible achievement I really should sod off and slink back to my Super NES and play MKII with the knowledge that there are far greater things soon to come.

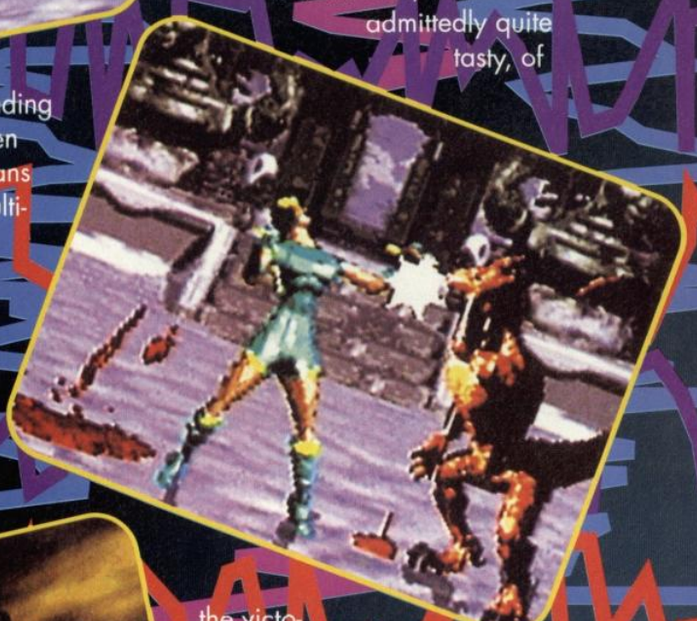
But enough of this superfluous plot line. How does the thing actually play? Well, there are some differences when compared to the arcade incarnation. The most significant of which being that, just like the Super NES version of Samurai Shodown, the cinematic panning in and out,





depending on the distances between fighters, is gone. This also means that it is impossible to send multiple missiles forwards as you aren't able to get enough distance between them for this to happen. The omission of the 3D screen rotation also probably means that it is unlikely that you will be able to do any of the fatalities where you launch your enemy off the edge of a building, as there is no real building edge to be launched from.

The Super NES version is also bereft of animated end game character screens. Instead there is a still shot, which is admittedly quite tasty, of the victorious fighter.



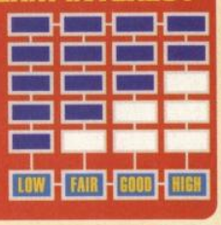
Some of the speech is also missing, and the music is definitely less orchestral and grandiose. This isn't surprising, as all of the memory has been conserved in order to keep up the standard when it comes to the important bits, namely the graphics.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST



GRAPHICS

▲ This game really does push the Super NES to its limits!

98

SOUND

▲ Those lads at Rare sure know how to program a drum machine! And such funky samples!

92

PLAYABILITY

▲ Improves on the arcade version with a slightly more fluid response.
▼ Apart from the huge combos possible, it's a pretty basic Street Fighter clone.

91

LASTABILITY

▲ Timeless two-player fun. Have you pulled off a 20+ hit combo yet? Keep practising!
▼ Being a home version, you'll play this every day and you'll soon suss out the computer's tactics

88

OVERALL

Killer Instinct has the best graphics in a Super NES game yet and the game is a very close conversion of the arcade original.

92

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: KONAMI
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: 5
- OPTIONS: Name and control

GAME INFO
- GAME ORIGIN: Based upon Konami's earlier robot classic Cybernator.
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Emerge from Stage 4 intact
- ALTERNATIVES: Cybernator, Super Probotector and Super Metroid

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Frenetic

X — Place secondary weapon

A — Fire secondary weapon

B — Activate jet pack

Y — Fire gun

L/R — L: launch / use power; R: Defence shield

S — Start: Pause / map; Select: Exit suit

GAME CREDITS
- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © 1994 KONAMI

What is it with these future New Earth civilisations? Honestly, you'd think with all of their high technology and weapons of mass destruction they'd be able to at least fend off the occasional attack from alien invaders. Tsch! Looks like it's up to the noble Super NES gamestrels to save their butts... again!

The Axis forces lead by Venkar Amon have finally broken the back of New Earth's defences. With 85% of galactic bases occupied by hostile forces, one remaining hope lies in a squad of robotic fighting droids – the Metal Warriors.

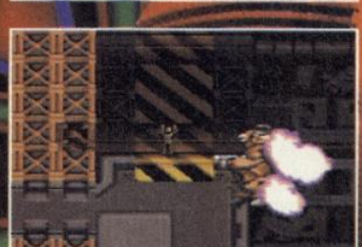
Although unorthodox in their tactics, the pilots of these giant mechs have the kind of reputation you'd expect from a planet saving team. Fearless in their pursuit of the enemy, they rely on power and tactics to guide them to glory, and they're not afraid of pinching the occasional enemy piece of hardware. Join us as we venture through both the missions and the training of the two-player mode in a bid to save mankind!

METAL WARRIORS

DUEL

Take time out from the guts 'n' glory of rescuing the planet with a spot of unadulterated, two-player, one-on-one, split screen battle action. As you'd expect from a battle-mode confrontation the aim is to grab as many power-ups as possible and bomb the bolts out of the other player's mech suit. In tune with the rest of the game, you also have the option to change suits as often as you like.

(LEFT) Lieutenant Paulito saves the day thanks to his swift rescuing of the dreamy Dr Sharples. Time for a sharp exit!



COMMENT

When the Super NES was in its infancy Metal Warriors would have been exactly the kind of game that would have caused total excitement amongst games players. The mixture of blast 'em and mission-based gameplay would have rocked the foundations of standard formats. Add to this the option to hijack suits mid-game, and take on an opponent in battle mode, and the result would have been an instant success. But these days players demand more, especially when you consider Cybernator lead the way in this genre years ago. Metal Warriors is a thoroughly decent game guaranteed to keep you going back for more, but if only is wasn't so dated.

PAUL.B

FLIGHTY MORPHIN CYBER SUITS

Talk about power dressing! These mech suits are the essential accessory for every soldier in any kind of global conflict. The Metal Warriors come in various shapes, sizes, and allegiances ranging from the experimental last ditch droids of the New Earth to the deadliest full-flight weapons of the Axis forces.

NITRO

What it lacks in the firepower department, it sure makes up for in total manoeuvrability. The droid you start with, so get practising.

HAVOC

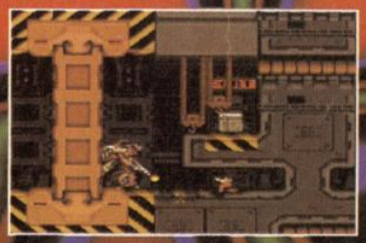
Currently holding 85% of New Earth bases, these 'Shock Troops' pump lead into anything that moves. Investigate every nook and cranny for abandoned units to turn on their maker.

PROMETHEUS

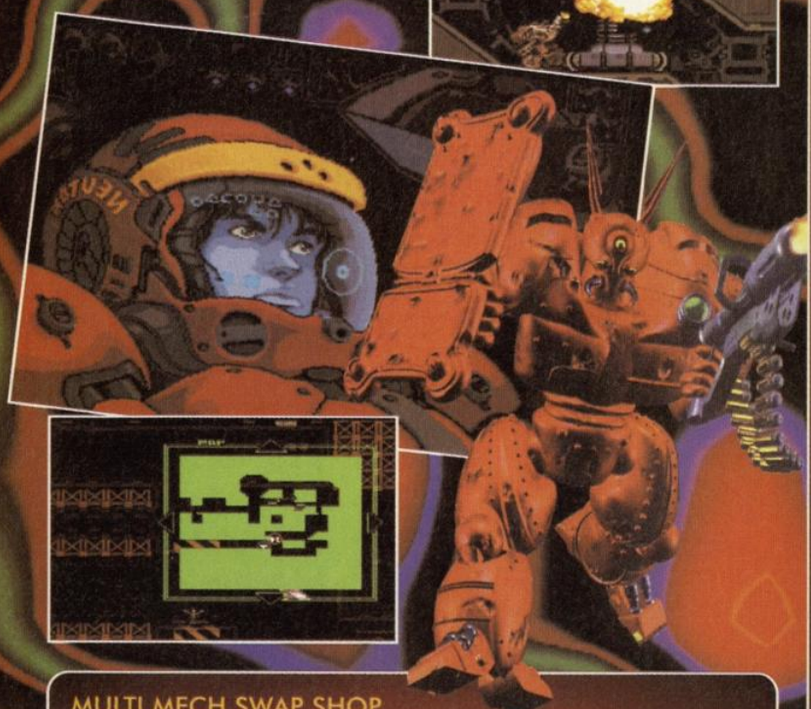
A stonking 150 tonnes in weight, this one-man tank packs a dual punch of high explosive shells. Due to its heavy mass no jumping or flying abilities are available.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



(TOP RIGHT) Size isn't everything. Even a huge mech suit is vulnerable to bazooka attacks from the little guys. Watch out for fellas hiding in hard to reach places.



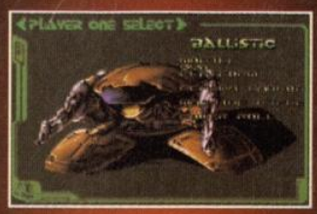
MULTI MECH SWAP SHOP

Tired of driving the same old mech day-in-day-out? Why not trade in your older model for a brand spanking new upgrade. While battling through the occupied locations look out for solitary mech suits, dropped by both your forces and abandoned by enemy deserters. By igniting the jet pack on your back it's only a short hop to the welcoming piece of machinery and a host of new guns to play with. But watch your back when you go for a spot of extra-vehicular activity as enemy soldiers can hijack your mech and turn it against you!

FLIGHTY MORPHIN CYBER SUITS PART 2

BALLISTIC

An oversized robotic pinball, the power comes from a high energy plasma cannon and shields that surround the inner workings.



SPIDER

An Axis commando droid feared by New Earth's defences, Spider climbs all surfaces and unleashes its force from a drone that hovers over the main unit.

DRACHE

Starfish in design, Drache is the most powerful mech in the known universe. Its special power dive is an unbeatable force.

(RIGHT) Shoot away the blocks to get to the top power-up in the grey box. Hurrah!

COMMENT

PAUL.D

The Super NES is re-invented yearly as its hardware is pushed to the limits, which leaves games like Metal Warrior trailing behind. It isn't fair to disgrace MW completely however, as it features some clever character design in the form of the mechs. Interchanging between them is a clever idea, improved by the fact that the pilot is effective in other ways when free of his metal jacket; flicking switches, sneaking behind enemy lines and piloting star cruisers into space ports. Depsite its grand presentation however, Metal Warriors is nothing great. Stages are short-lived and uncomplicated, and not even the ability to blast holes in almost every surface area is enough to excite. The overall impression is that the mechs came first, along with the basic 'shoot everything' ideal, but the full potential is never reached. Most players are now far too wise to fall for fancy intros and stunted game play – a category which Metal Warriors sadly falls into.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 85

▲ Excellent renditions of the mechs and their various actions. Nice use of smaller human sprites.

▼ Maybe a little bit too predictable.

SOUND — 82

▲ Chunky whams and bams of metal on metal, coupled with exciting upbeat tunes.

▼ Kind of typical, and slightly muggy.

PLAYABILITY — 86

▲ Easy to get into with a surprisingly natural control system. Loads to explore and discover.

▼ The enemy forces are sometimes a bit too tough for their own good.

LASTABILITY — 79

▲ Even though the early levels are easy to complete, the lack of restart points makes later locations a real challenge.

OVERALL — 83

A good wholesome game that harks back to the early days of the Super NES. A would-be classic of yesteryear, though not a substantial enough title when compared to today's standards.

JUDGE DREDD™

THE EPICS

Edge Entertainment lays down the law for 1995 with *Judge Dredd: The Epics*! This long awaited card release showcases the post-apocalyptic adventures of Judge Dredd in the all-too-real nightmare of Mega-City One. The classic Dredd legends - and artists - are brought together in this spectacular card set featuring:

Ninety card base set representing Dredd legends with multi-card storylines and original cover art from the UK magazine 2000 AD. Meet Judge Anderson, Mean Machine Angel and Sabbat the Necromagus as they collide in classic sagas like *The Cursed Earth*, *Judge Death Lives* and *The Judge Child Quest*.

Come face to face with the Dark Judges in the all-new Edgetech™ *Death Dimensions* Mega Chase card subset.

Check out the preview cards for this Summer's blockbuster Judge Dredd movie starring Sylvester Stallone.

Get your hands on the ultra-collectible original artwork cards produced exclusively for this set by renowned Judge Dredd artists Simon Bisley, Carlos Ezquerra, Mike McMahon, Ron Smith and Steve Dillon.

Judge Dredd: The Epics is scheduled for April release.

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ninterrogation

As you know, Nintendo have been very selective in putting together a Dream Team for NU 64. But Paradigm's world-beating expertise in the real-time simulation area means they have more to offer than stunning games. With their UltraVision development tool, Paradigm are giving other companies access to the future of video games. And it's UltraVision that Shigeru Miyamoto and the NU 64 team at Paradigm are using to create their game.
NMS speaks to Ron Toupal, President and joint founder of Paradigm, to ask him to explain more about Paradigm, UltraVision and NU 64.

NMS: What did you make of E3?
Ron Toupal: Well I guess there are a couple of things, it was an interesting show for Paradigm because we're working really closely with Nintendo and the Ultra 64 hardware and, er, what can I say...

NMS: What can't you say!
Ron Toupal: Yes!

NMS: The machine wasn't there, basically...
Ron Toupal: The machine exists and Paradigm has software running on that platform. If you've seen the Cobra before on SGI hardware - the helicopter - that demonstration was something Paradigm put together for the simulation market. It's one of the best visual demonstrations in the world that exists on SGI Hardware for helicopter simulations in terms of fidelity and features and stuff. That same functionality was moved down to the Ultra 64 as a test piece, and was very successful.
The problem of course was that Nintendo, their philosophy, is such that they have a strong focus on quality. And because of timing they didn't want to bring to the street something that didn't show absolute attention to quality. And there just wasn't enough time to get that done. But I can tell you the stuff we're working on looks damn good. It's very impressive. They made the decision not to show it at the show, but what we're seeing in the labs looks very, very good. We're very happy with it.

NMS: Before E3 you mentioned that there was going to be some Paradigm demonstrations at the show...
Ron Toupal: Well, erm, I mean certainly we're disappointed. But the reasons behind it are pretty good. And from our perspective we get to see what the competition are doing.

NMS: So what did you think to the Saturn and PlayStation?
Ron Toupal: My personal impression is that you have some machines out there that are showing capabilities but I didn't see anything radically different in terms of capabilities. I saw a lot of work in progress. And really, when you think about it, there was nothing really new in terms of earth-shattering games. The thing you're looking for is something that really raises the bar in terms of capability. Sort of like Donkey Kong did for 16 bit. This is the reason why you're gonna go out and spend $250 for a new game platform, and why you'd but this over some other particu-

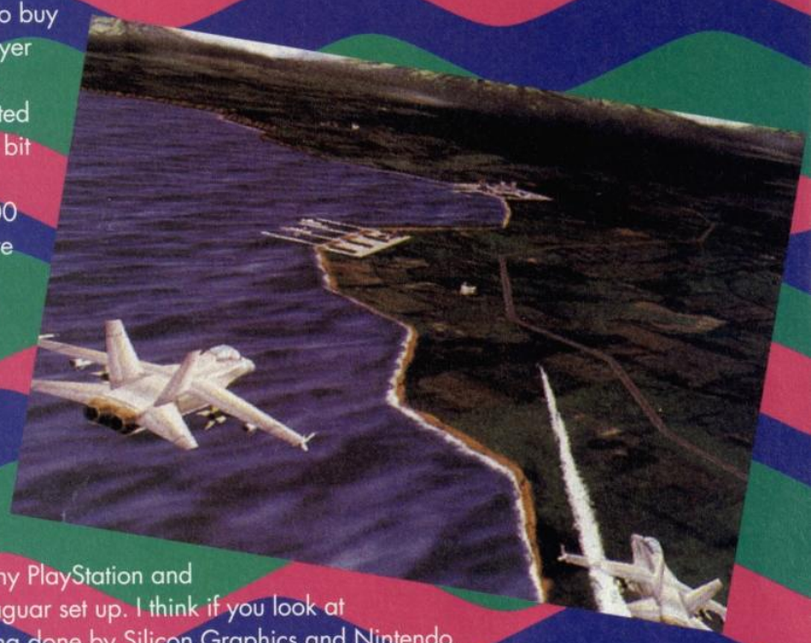
PARADIGM

lar platform. In that sense it was kind of a positive thing; to see that there's really nothing out there that looks like it's gonna compete with what we're doing and/or is really a revolution in terms of its approach. Which is of course what we're intending to do! That's one of the reasons why it wasn't at the show - clearly when demonstrations come out you'd say "yes this is significantly better, this is actually something unique". And worth spending money on.

NMS: Was it a cry out from developers more than anything saying "we want this to be good as we can make it, we need a little more time" or did Nintendo take a step back, look at what other people were doing and thought well..

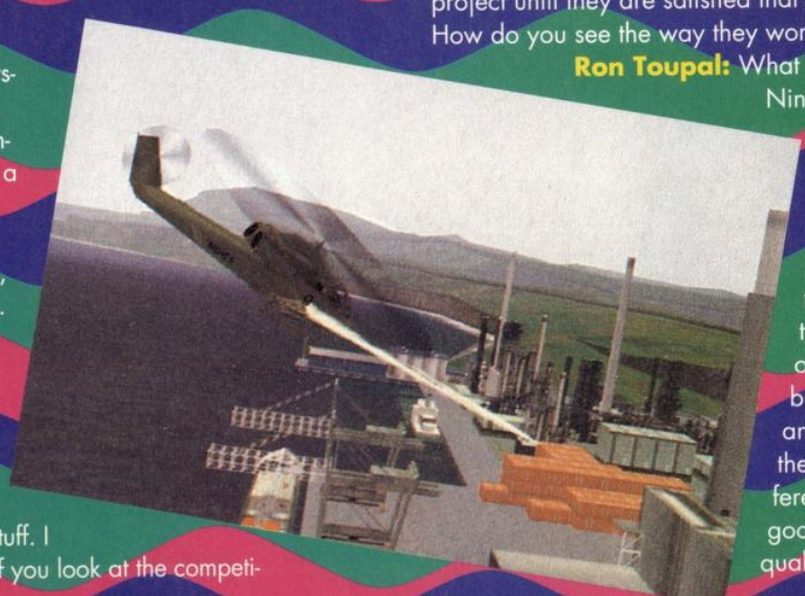
Ron Toupal: You have to realise that there's two things going on here. One is the enabling technology - our technology - which allows you to do, among other things, interactive real time 3D stuff of a very high visual quality. The next thing is to build on, and of course the hardware's working and it looks good. It looks great compared to what I've been seeing - I won't specifically say why it looks better but it definitely looks better.

The other is the software side, and that takes time. If you look at the effort we have underway, we are able to, for instance, the Cobra demonstration, which people came to see stuff running on Silicon Graphics. But the problem with it is it's more of a simulation-type thing. We're looking for something more than that. But that is not what Nintendo are going to come out with - nor do we want to come out with - to demonstrate the system. We want to show not only high-end simulations of a visual quality but also a very compelling, interesting, unique game play. That's one of the points that delayed the introduction. They wanna make sure they come out with the best stuff. I think, you know, if you look at the competition - the machines they're are selling in the $400 price range - my personal impression of this stuff, as a person who makes a bit of money and my wife works, we can afford more than that. I have kids, I look at making a $400 investment to buy a game player for my kids. Heck, I waited until the 16 bit stuff came down to 100 bucks before buying a machine! I think maybe that's a reflection of some of the barriers that the Sony PlayStation and the Atari Jaguar set up. I think if you look at what's being done by Silicon Graphics and Nintendo, they're building a hardware architecture that provides a mechanism to get you to a reasonable price point.

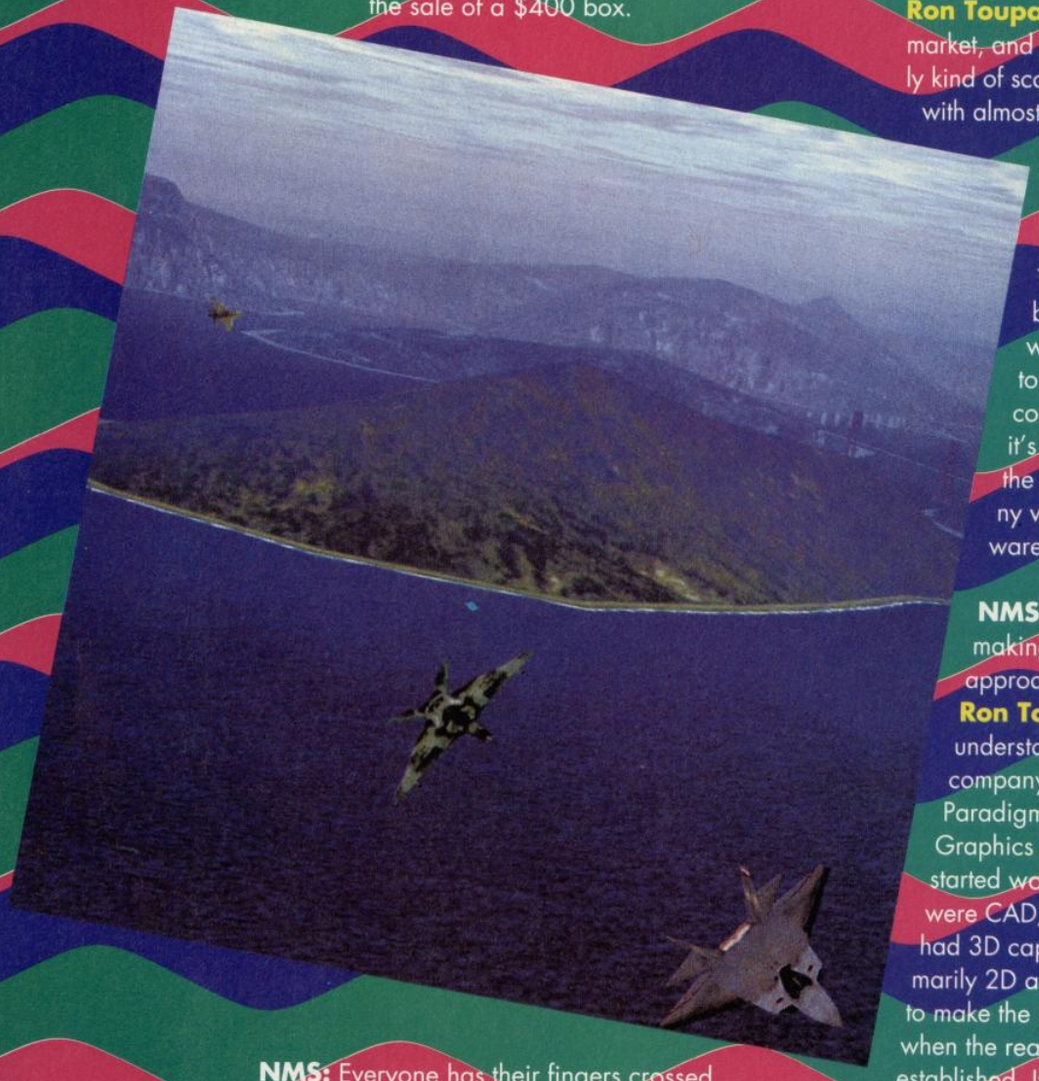


NMS: Nintendo like to present themselves as a development company, first and foremost. They have a reputation as a development for holding back on a project until they are satisfied that everything is right. How do you see the way they work?

Ron Toupal: What I see happening at Nintendo, is that the idea of lots and lots of developers building lots and lots of titles and saying that's going to be a mechanism to be successful, as opposed to let's build a few titles, and make sure they're specifically different and very very good - let's address quality. I think that their



approach has proven to be successful from the very beginning. Look at Atari - they let anybody come in and the quality dropped. I think I'm just approaching it from the common sense of the consumer, thinking about what experiences I had with my own kids. Before they knew what games to get, I would go and buy games for them. If you pick something that's really bad you're not gonna want to come back and but more. When you're really focussing on quality and a few titles - excellent quality, unique game play - those are the things that make the next game market successful. As opposed to what I saw at the Sony PlayStation area - videos of what was really a significant, compelling, unique, title that was going to drive the sale of a $400 box.



NMS: Everyone has their fingers crossed that this is what Nintendo are going to deliver - a significant change.

Ron Toupal: I have to tell you that's the goal: that's what we're working towards. The only thing that you're really seen at this point is the simulation type game, which currently is a category that we excel at because we've been building the software to support simulations for years. But if you think about interesting games, I think we need to do more than that, and that's what we're working on.

NMS: So it isn't going to be all that straight-forward then!

Ron Toupal: What's the use of going and building another driving game? There's already driving games out there that are actually pretty good. It's got to be something unique. You're gonna see some new titles I'm sure, which will be a version two of existing games that has some added features and stuff. But I think there's going to be a new category of games that are going to be sufficiently different, that are gonna make people want to but the box and the cartridges. And that's what the goal is. Without really saying what that's going to be exactly, that's what we're wishing for,a and we're very optimistic.

NMS: How is NU 64 affecting Paradigm?

Ron Toupal: Our whole business is the simulation market, and based upon what we've seen, it's actually kind of scary. What we're seeing is a technology with almost a 1000-to-1 reduction in the price. This $250 box will be duplicating what would cost $150,000. People would buy this box to go off and fuel systems that would run upwards of $300,000. There's still some sufficient differences between the two in terms of fidelity, where we're still going to be in a high end to show up in other types of platforms - low cost workstations, that type of thing. For me it's a verification of the inevitable regarding the progression of technology. As a company we have to start to make sure that our software is available for other platforms.

NMS: Would Paradigm have contemplated making video games had Nintendo not approached you first?

Ron Toupal: Oh absolutely! You have to understand that there's a history behind our company that would lead you to that decision. Paradigm have been working with Silicon Graphics since the late 80s, and at the time we started working for them, their primary markets were CAD/CAM and they built the boxes. They had 3D capabilities but the markets were in a primarily 2D area. What we did was to build software to make the machine useful at the beginning. That's when the really close relationship with SGI was established. If you look at the progression of SGI in the real time area, Paradigm has been there with demonstrations that were leading other people in to buy their machines. So when Nintendo signed the pact with SGI, to build this game box, we knew it was going to have 3D capability, and we knew that we could also build real time tools for the Ultra 64 given the type of architecture. It actually took about four or five months before we got the 'Hey, we're doing some games, would you be interested in working with Nintendo?'. I think Nintendo were saying 'Hey, y'know, what companies can we go work with that understand this 3D area?' And of course we were top of the list!

NMS: And at that time did they suggest Mr Miyamoto?

Ron Toupal: He is driving the creative content behind the stuff that we're doing with this game. He makes direct reports that we're dealing with on a regular basis.

NMS: You have mentioned that Michael and Wesley, two of the founders of Paradigm, are working on this special project.

Ron Toupal: We have assembled some of the best talent for real time 3D applications in the world. Michael and Wesley have been involved in market leading activities for companies. They would go off and get involved in business development, building demonstrations to show how a technology could solve a major application problem. Nintendo was the perfect opportunity to do the same thing. If you look at what they've done already on the machine it's just phenomenal.

NMS: It must be pretty hard to be sitting on such a big secret.

Ron Toupal: We were fully expecting to be out there on the main stage, even up until the last minute. It was a tough decision. When it comes out, we're not going to be showing work in progress, we'll be showing stuff that is near completion. I can't speak for Nintendo, but my understanding is that they're going to begin distribution December in Japan, so I suspect that it will be shown then.

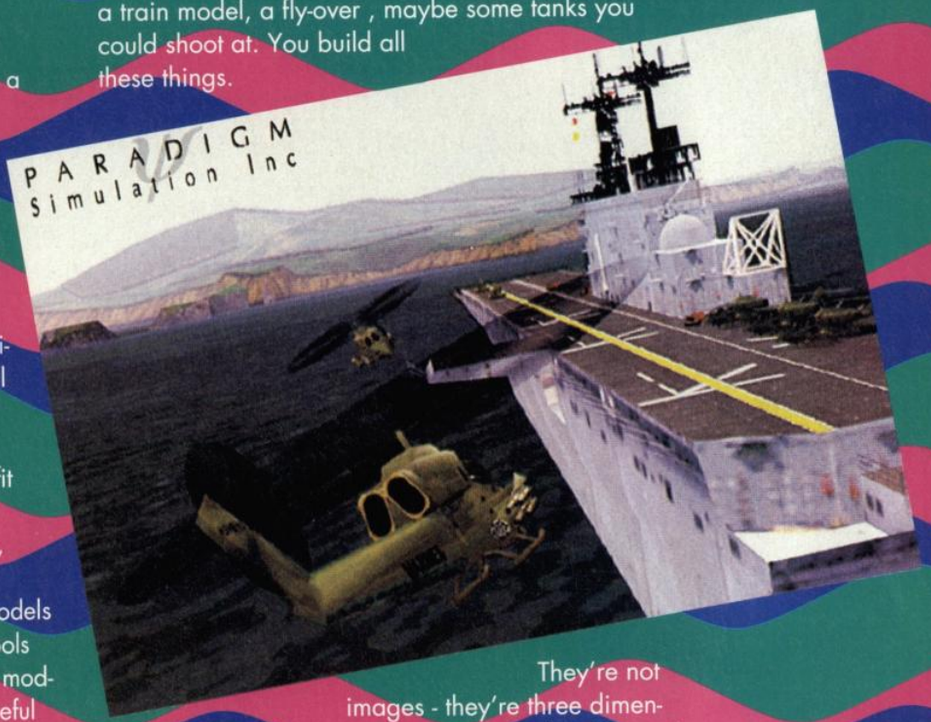
NMS: Please could you explain how Paradigm fit in with MultiGen and Alias? How does it work?

Ron Toupal: If you look at MultiGen and Alias, what do they do? They build modelling tools. Modelling tools to construct three dimensional models of things. If you look at Alias specifically, their tools create very, very realistic models. But then those models have to be converted into something that's useful in a game. Today their existing tools are really good at converting a three dimensional model into two dimensional sprites that are used to create these images used in 2.5D games. So what you're talking about is a modelling capability for use in animation. It's a frame by frame thing, not a real time thing.

Now MultiGen have a modelling tool also which came from the simulation world. They can't construct the models as realistically with the tools they have as Alias. Their modelling tool is designed for rendering, not animation in a frame-by-frame rating. What that means is that models are developed running, computed and displayed, at 30 times a second or 60 times a second. What it amounts to is you have simpler geometry to represent the models - roads, cars, trees, people, animals. It's a different type of technology where what you're really trying to do is you're trying to create models of things as quick as you can, so that you can take those models and display them in three dimensions at 30 frames per second. That means that if you a 100,000 poly Donkey Kong then you could generate one image every second. Real time 3D requires you to do it 30 times a second - at least. So you've got a problem here, right, the numbers don't match!

UltraVision is designed to help you build data bases that run real time. Which means that it allows you to organise it so that you can process it more efficiently for use in a real time system. The science of real time simulation, which has been developed in the defence world, has been a Paradigm fixed project. But MultiGen has a modelling tool which just happens to be very good for that particular area - building models, 3D models, for real time applications.

The end product of the two tools produced by the two companies is a data set that defines, let's say, a helicopter simulation. So the end result would be some helicopter models, some missile models, maybe a train model, a fly-over , maybe some tanks you could shoot at. You build all these things.



They're not images - they're three dimensional objects. But in the end it's a data base of things. Now the problem that you have is that you've got to take that data base and be able to visualise it in real time, which means convert to images 30 times a second. There's a science behind that and the science itself that Paradigm has been building for the last seven years. We're experts in it.

In the world that we're used to dealing with, you can go anywhere. You can go anywhere. You can twist around. You can be in very large worlds and the system automatically manages all the data for you. So what we do is we build the software, and the tool is on line to take these data sets and make them run real time. That tool set for the gaming market is called UltraVision. That's what we announced at the show.

Some of the developers have their own modelling tools, because in the early days of game development none of these tools really existed so they built

them all from scratch. But there are another set of developers that think 'gee we're not really interested on building our own tools we wanna build games'. Now the best way to do that is to buy a modeller from MultiGen or one from Alias and a real time system from Paradigm and what you've got is basically the foundations to build a game. We're solving the technology problems that a game developer shouldn't have to address. We have had discussions within the company as to whether or not we intend to build games as good as yours. And to my mind that's kind of a short-sighted way of looking at things, because it's only technology that's going to want you to play the content anyway. If we enable somebody to go off and do a hit game that's great. Say they like Spielberg's discipline for doing movies, what is it? Something about the people involved. It's not the camera technology involved, it's the script writer, and the actors; how it's produced, how it's directed - it's a creative thing.

NMS: Did Paradigm help toward creating the tools that have been built into the NU 64 hardware?

Ron Toupal: It's an interesting situation because you have a limited number of developers under contract now. We have this real-time environment and we know that we can make them more productive if they use it, but we haven't convinced them of that yet. So what that means is that some people go off and do their own, some people use the software. At the end of the day, some will come back and say 'Gee this is a great tool set, and I recommend we all use it...!'

NMS: If Nintendo have chosen to work with Paradigm tools, it's a pretty good recommendation to everybody else!

Ron Toupal: Well sure, it's real interesting because we've started talking with Nintendo. We believe very strongly in the importance of this real-time environment because that's where our roots are. When Nintendo started talking with us they saw us strictly as a technology business - having resources that understand the technology better than anyone in the world, but not necessarily having a tool set to offer. Their assumption was that developers could continue doing what they'd been doing - building their own real-time software environments for their games. They knew that they had to have a modeller, but they really didn't understand the idea of a real-time environment. And so we have educated them, either through development on current systems or being able to bring things up very quickly on the new platform. Ten days from the time that we had access to the hardware we had an operational system up and running. We have a development environment running on SGI, based upon Vega. We have applications running on Vega. We have a direct pathway from that environment to the Ultra 64. People never really understand real-time tools because of the environment they've come from. At Paradigm that's been our business so we understand that reasonably clearly. What we've done is we've changed how they build simulators by providing these tools which greatly simplify the problem. Initially our biggest competitors were the developers that thought they understood how to do this stuff better then we do, and now they're all using our products.

NMS: So why UltraVision?

Ron Toupal: Vega is a workstation-based product, UltraVision is really a derivative of that, with specific design modifications to support a limited memory. If you look at PC days before DOS, '79 to '81, they had initial hardware chips but there was no particular applications. But along came Microsoft and DOS, and then the rest is history! If you look at the game platforms the same concepts are true. You have to have a real time operating system - a foundation onto which you are able to build the games. The other companies involved - MultiGen and Alias - do not provide operating system level-type things, they provide data creation things. And so that's really where the big difference is. These developers don't need to go off and build an operating system. Let's go ahead and progress chip technology to the next level b providing a common foundation for our games.

NMS: Is there anything else you'd like to add?

Ron Toupal: The last thing I want to add is the issue of making a business out of development tools. It has to do with cross-platform compatibility and not obstructing the creative types you're building on each application. One of the concerns was that, by providing a tool set, all the games would look the same. So what you do is that you build an open environment that allows developers to extend the features of the system. If we're successful in doing that then the only challenge we have to overcome is convincing existing game developers that they should switch over. A big issue that has to be dealt with is providing some cross-platform capability under Vega UltraVision that you can not only run on Ultra 64 but you also run on other platforms.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: CAPCOM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Mono or Stereo

GAME INFO
- GAME ORIGIN: Seventh in the Rockman saga, although there are 13 altogether in the entire Rockman series across all Nintendo formats
- GAME DIFFICULTY: Medium
- ALTERNATIVES: Every Mega Man game since Mega Man 2 - where he gained the ability to slide

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Sharp

X — No Function

A — No Function

B — Jump / Slide

Y — Shoot / Call Rush

L/R — L: Select weapon
R: Select weapon

S — Start: Starts/pauses
Select: No function

GAME CREDITS
- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: TBA
- MADE IN: JAPAN
- ARTWORK: © 1995 CAPCOM

A new Mega Man adventure is always a big event in the Nintendo calendar; we wait for them just as surely as Doctor Wily awaits a new crack at world domination. Modifications bestowed upon Mega Man with each new NES adventure lead this action-packed platform hero from strength to strength, only this time his overhaul is so extensive the Super NES just had to take over!

MEG

Where the X series chronicles the early stages of Mega Man's 'career' as a reploid crime-fighter, Mega Man 7 is the latest installment of events occurring after the defeat of renegade reploid, Sigma. This marks the debut of cyber-canine Rush on the Super NES, accompanying the return of time-honoured Mega Man fighting techniques and, inevitably, the dreaded Dr Wily! Of course the big difference this time around is 16-bit quality audio and visuals, allowing Rush to assist his master in better ways than before and Mega Man himself to perform more incredible feats because of this.

With Dr Wily fresh out of prison – albeit prematurely – players require all the high-tech heroics they can muster to bring this moustachioed-meddler to justice once more. With ten stages of Wily's trickery to overcome, this isn't such a welcome prospect!

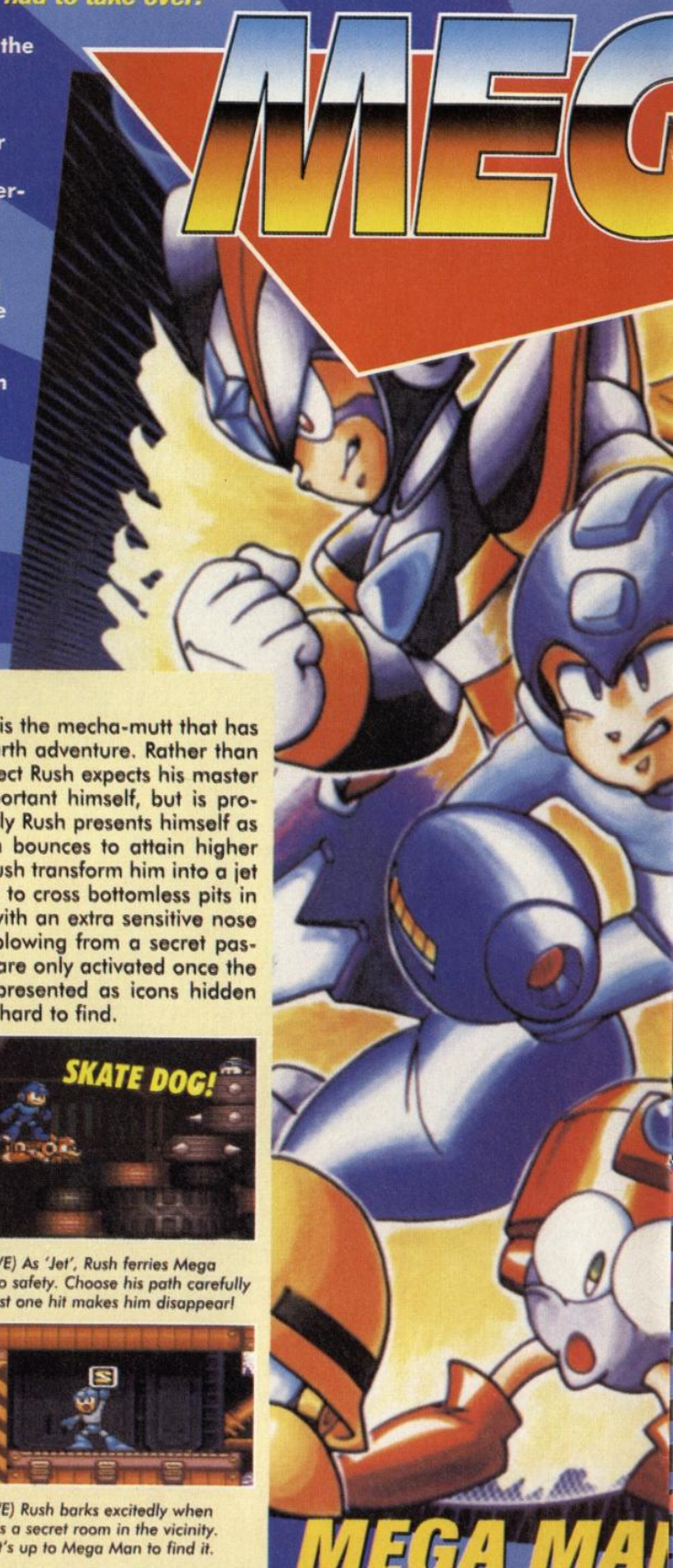
R.U.S.H.

Don't try this one at home, kids! Rush is the mecha-mutt that has accompanied Mega Man since the fourth adventure. Rather than 'go fetch' everything as you might expect Rush expects his master to retrieve anything he considers important himself, but is programmed to help him get there. Initially Rush presents himself as a springboard from which Mega Man bounces to attain higher reaches. Additional circuits built into Rush transform him into a jet ski (ridden like a skateboard and used to cross bottomless pits in safety) and a hunting dog, complete with an extra sensitive nose to seek buried treasure or detect air blowing from a secret passageway. However these extra modes are only activated once the correct keys are found, which are represented as icons hidden within the first four levels. They're not hard to find.

(ABOVE) Most places Rush searches reveal something. Though it's not always as useful as this 'Exit' icon.

(ABOVE) As 'Jet', Rush ferries Mega Man to safety. Choose his path carefully , as just one hit makes him disappear!

(ABOVE) Rush barks excitedly when there is a secret room in the vicinity. Then it's up to Mega Man to find it.



REVIEW

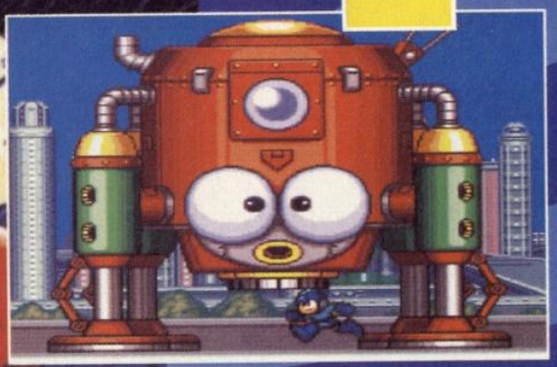
SUPER NINTENDO ENTERTAINMENT SYSTEM

(LEFT) Aa-a-a-a-a-a-a-a-a-a-a-a-ag-gh!!!

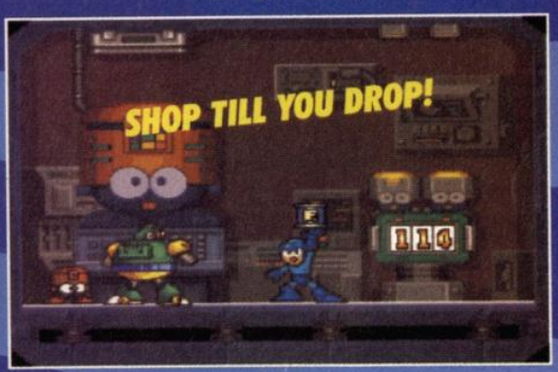
GAMAN 7

S.H.O.P.

Nearly all Dr Wily's mechanoids contain power ups that either boost Mega Man's health or replenish the power of a weapon. Luckily other parts of their innards are now considered valuable, and are valid currency at the super-power supermarket. Here bolts of varying size are traded for items such as extra lives and energy containers. Should Mega Man return a vital part of the shopkeeper's memory bank, the list is extended to include weapons power-ups and rocket booster. Where exactly this is hidden, we're not telling!



(LEFT) Press SELECT at any time between stages and the space ship superstore lands right outside your front door!

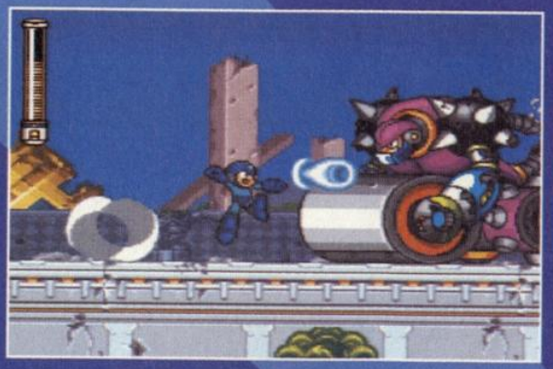


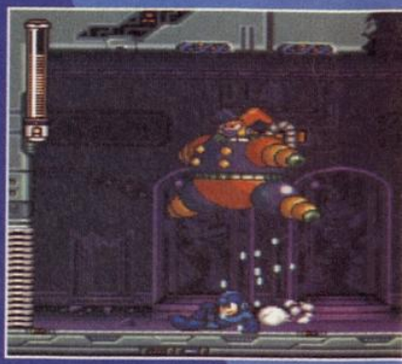
(ABOVE) Though it may seem like cheating, stocking up on important items – such as this Energy Container – is a must.

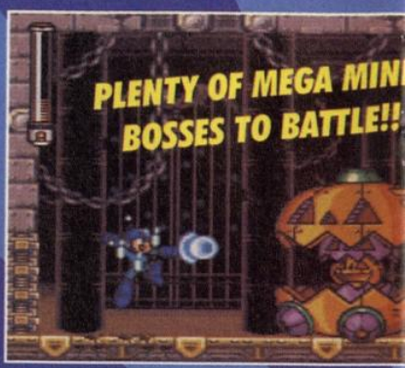
...N'S BACK AND HE'S BROUGHT HIS DOG!

REVIEW
SUPER NINTENDO

(RIGHT) Mini-bosses appear at regular intervals, in some cases presenting as many problems as their masters!







R.U.S.H. T.O.O.

Many of the power-ups spied tucked away in corners are useful, but their effects are short lived. Sometimes obtaining a health-restoration capsule is more trouble than it's worth. Four very significant items are contained within the first four accessible stages, namely the initials R, U, S and H. Collect them all and an extra-special power is awarded Mega Man, allowing him to merge with Rush the wonder dog. Once this happens Mega Man has the ability to fly by means of cool-looking dual rockets, and punch mechanoids out of action from a distance with his projectile forearm. Upgrades for both special powers are available from the super-power super store.

(ABOVE) The three stages of Mega Man's transformation into his Rush 'Suit Adapt.' The new suit's energy never depletes, allowing Mega Man to call upon its power any time he likes.

SHOW THE BOSSES WHOS

B.O.S.S.

Weapons gleaned from defeated Boss mechanoids are noticeably more effective against other Bosses than in the X series. As usual there is a set order in which to defeat all the bosses, and it's up to you to carefully select the best route. As the tone of Mega Man 7 is more humourous than in X and X2 however, the effects of each weapon when used against the correct party is more slapstick – Spring Man and Junk Man burst apart in shock; Slash Man is encased in... well that would be telling! Without giving too much away it's best to challenge Burst Man first, leaving Freeze Man until last.

(ABOVE) He may look cool here, but Mega Man won't beat Cloud Man this way!

(LEFT) When Motor Man transforms into this Dragster, Mega Man has to rely on perfect timing to avoid being hit!

COMMENT

PAUL

I'm on a Mega Man high at the moment, what with the breath-taking X2 and now this! As far as I'm concerned the little blue guy can do no wrong, so, though number 7 falls just short of being the graphic spectacular I hoped for, it exceeds what I expected in every other area. As the characters are softer in appearance and the puzzles aren't quite so infuriating it seems MM 7 is aimed at a slightly younger audience. Nonetheless there are some surprises in store for players who take the proceedings too casually, expecting everything to fall neatly into place without too much thought. What I like most about the Mega Man series is that weapons and special abilities are carefully chosen to construct a more interesting game; they're never just included for decoration. This approach is ably represented in MM 7, where players are required to think along the lines of 'what, why and how' practically all the time to get the most out of the game. Finding all four RUSH initials is a great help, but it's still possible to miss them and, therefore, miss out big time on some of the most exciting aspects of the game play. Though I've played right through to the end there are things I know I've missed and I desperately want to find them. Apart from the Boss characters being quite easy to beat, the non-stop action and the interest it contains, plus immaculate presentation makes Mega Man 7 one of the better games on the Super NES.

COMMENT

GARY

Mega Man 7 isn't bad but I just didn't enjoy it as much as the X series. The graphics are cuter and the gameplay is just as rewarding but Mega Man 7 still lacks that vital ingredient that made it's Super NES predecessors such fun. You can't put this down to anything in particular but the fact that Capcom designed the game for younger players probably had something to do with it. If you've plenty of cash and enjoy platform games then give it a go but don't expect it to blow your socks off.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 91

▲ Brilliantly stylised, brightly coloured and dynamically animated. Shows that the Super NES still rules when 16-bit graphical splendour is called for. Ditch that other console!

SOUND — 86

▲ Generally excellent stage music, and zingy 'SPANG-TWANG-SHING' sound effects aired at every available opportunity.
▼ Sometimes the music is too sickly sweet

PLAYABILITY — 84

▲ Totally compelling and totally great fun! It's always rewarding to find Mega Man has the right weapon to perform a specific task – often leading to the discovery of secrets. The thrill is in the chase.
▼ Some slowdown and the wimpy bosses.

LASTABILITY — 77

▲ You think you've defeated the game, then somebody comes along and says 'have you seen this'!!! More depth than the majority of action-platform games.
▼ There is an end, and it doesn't take an age to get there.

OVERALL — 88

Improved mecha-technology on an improved machine brings fresh excitement to an unbeatable formula. In other words: it's great!

SE BOSS!!

(ABOVE) Oo! Hah-hah! Leggo! Oh stop! STOP IT!

(ABOVE) Without the aid of this Ostrich-type mech, Mega Man may as well bury his head in the ground and give up the chase.

(ABOVE) Here's how Mega Man receives the power of each boss once they've been defeated.

(ABOVE) Junk Man's shield is most effective against Freeze Man, only don't move Mega Man in too close!

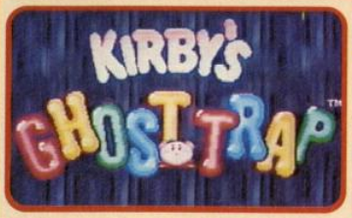
(ABOVE) Activating his magnetic field, Junk Man gathers a lump of metal the size of his body and throws it at Mega Man!

BOSSES ARE KIDS STUFF!

After marvelling at the ingenuity of Capcom's design team for Mega Man 7, you might be in for a shock. This is because many of the bosses are the work of young games players, who entered a competition launched in the US and Japan. Of course some modifications were in order, but the general concepts remained the same. Here, take a look for yourself if you don't believe us!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: NINTENDO
- PRICE: $59.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 8 MBITS

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Loads

GAME INFO

- GAME ORIGIN: This game was released in Japan a while back under the name of Super Puyo Puyo, but the Puyo Puyo characters were replaced with Kirby and friends for the western markets. In America this game is called Kirby's Avalanche.
- GAME DIFFICULTY: Varies
- SCORE TO BEAT: Finished it
- ALTERNATIVES: Tetris & Dr Mario, Wario's Woods

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Dreamy

A — Rotate left

B — Rotate right

X — Rotate left

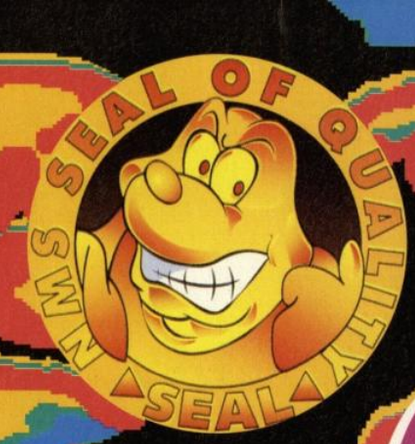
Y — Rotate right

L/R — No function

S — Not used

GAME CREDITS

- DEVELOPED BY: COMPILE/BANPRESTO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © NINTENDO



KIRBY'S GHOST

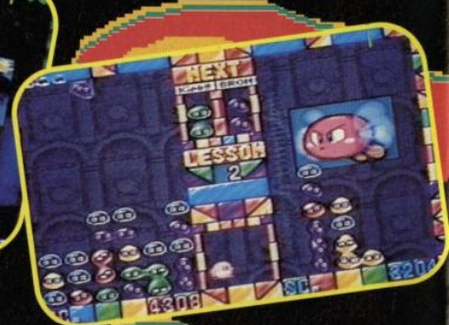
Kirby's Ghost Trap offers puzzle maniacs a serious competitive challenge as you try to block your opponent by matching blobs with those of the same colour before they fall from the top of the screen to the bottom. As the game progresses, pairs of blobs drop down with increasing speed. The blobs can be rotated and moved as they fall, allowing you to determine where they land.

The idea is to group blobs of the same colour together and, when you have a group which numbers four or more, the whole lot instantly dissolves.

However, clearing your side of the screen of blobs won't win you the game. The only way to do that is by filling up your opponent's side with blobs. Whenever you clear out a group of blobs, some immovable ghost blobs fall on your opponent's side. Drop enough ghost blobs on your opponent and it will become mighty hard for them to clear out their blobs, and when this happens, just as in Tetris, you lose when you run out of space!

Ghost blobs are a real problem in playing this game as they do not merge with the other blobs, thus blocking the playfield and making it hard to connect blobs of the same colour together. However, you can destroy ghost blobs if they are next to a group of blobs which are in the process of dissolving.

IT'S RAINING JELLY BEANS!



TRAP

Frustration, insanity and sheer delight in a box! Kirby's Ghost Trap offers it all with a surprisingly simple, yet addictive reworking of the Tetris concept. Imagine Tetris with multi-coloured blobs instead of blocks, more like globules of something you would be embarrassed about if they were hanging around your nose, and you've got the basic premise behind Ghost Trap.

KILLER COMBOS!

Just as in Tetris, whenever you clear out some blobs, others fall down to take their place. This opens up the potential to create avalanches of blobs which join up to form more groups of four which in turn dissolve, leaving room for yet more blobs to cascade down. So, through clever placement of blobs, chain reaction can be started off. What's more, the longer the chain reaction, the more devastating the avalanche of ghost blobs you send your opponent's way! Yep, Kirby's Ghost Trap is a combo frenzy just like Killer Instinct. Except with blobs.

COMMENT

PAUL

As far as I'm concerned, Kirby's Ghost Trap is even better than Tetris. It's good to see that Nintendo has had the sense to bring one of the better Japanese releases to Australia, and slapping Kirby in it will only increase the game's appeal. The actual gameplay is just as good as it ever was, with the devious plotting of massive killer combos giving way to mad-cap desperation when your opponent sends their avalanche to your side of the screen. It's this incredible depth of gameplay that makes this game so addictive that even beat 'em up junkies have to play it. The addition of Kirby doesn't make the slightest difference to the enjoyment of this game, but if he helps sell more copies all the better, because everyone ought to own a copy of this game.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ There's only so much you can do with coloured blobs, but what an excellent job they've done. Each blob seems to have its own personality and their animation is great!

88

SOUND

▲ Not exactly the kind of music you'd expect to hear in Dream Land, but the frantic tunes perfectly suit the gameplay. Likewise, the sound-effects are superb.

86

PLAYABILITY

▲ If you think that all these Tetris-style games are the same, think again. Head to head battles are a fierce as any in Street Fighter or Mortal Kombat!

92

LASTABILITY

▲ Get a friend around for one of the best two-player games ever. Don't have a friend? Never mind, Kirby's Ghost Trap is brilliant as a single-player game, too.

89

OVERALL

Kirby's Ghost Trap is such an insanely energetic puzzler that it feels like an action game. It's the best puzzle game since Tetris!

90

REVIEW

GAME BOY

CART SPEC
- BY: ACCLAIM
- PRICE: $59.95
- RELEASE: OUT NOW
- GAME TYPE: SPORTS
- CART SIZE: 2 MBITS

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Same as Super NES

GAME INFO
- GAME ORIGIN: Small screen conversion of the Super NES and Arcade classic.
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: 10th Round
- ALTERNATIVES: NBA Jam, Tip Off

SUPER GAME BOY
- ADDITIONAL FEATURES: None what I could detect, nor nuffink.

GAME CONTROL
- CONTROLLER: N/A
- RESPONSE: GOOD

A — Pass/steal

B — Head fake/jump/block

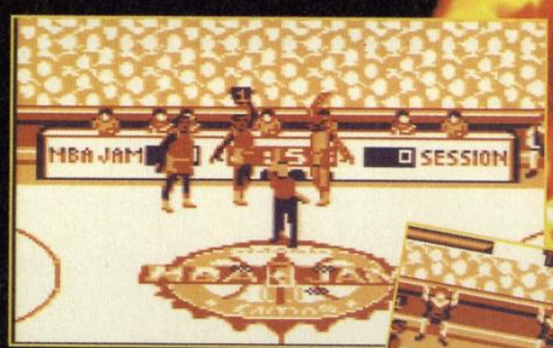
S — Start: Turbo

S — Select: Pause

GAME CREDITS
- DEVELOPED BY: TORUS GAMES
- DISTRIBUTED BY: ACCLAIM
- MADE IN: UK
- ARTWORK: © ACCLAIM

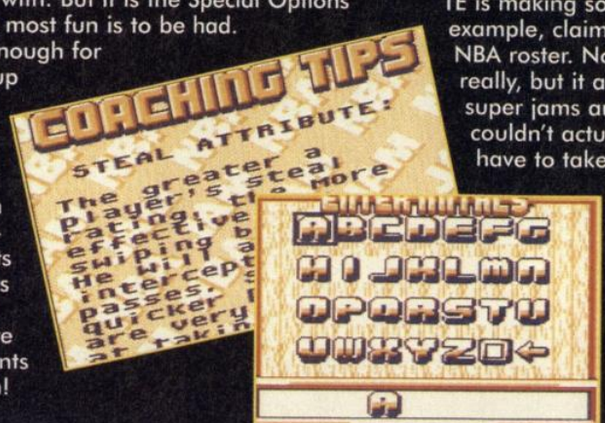
There are very few games that you could truly describe as a phenomenon. Street Fighter definitely, Mortal Kombat arguably and NBA Jam for sure. No game has done so much for the sport of basketball in the arcades or on consoles. It was only a matter of time before the game was converted for the Game Boy, but few expected the sequel quite so soon...

...Especially, I suspect, all those poor fools who bought the original Jam for a spot of compact court action. Ah well, you can't halt the march of progress. NBA Jam Tournament Edition, as it is known, takes the same formula as the original - two-on-two, end-to-end basketball action - and improves it by adding more of what made the first game such a hit. More monster jams, stupid speed, hordes of secret characters and a bevy of power-ups are the order of the day. Surely they can't cram all that into a Game Boy?



MULTIPLE CHOICE QUESTION

If NBA Jam TE had a middle name it would definitely be 'Options'. This cart is busting with the blighters. First of all there is the option to Practice your passing and dunking without the hindrance of having to play another team. Next comes the option to customise the court where such sundries as Timer Speed and Drone difficulty may be twartled around with. But it is the Special Options menu where the most fun is to be had. Game not fast enough for you? Then turn up the heat with four, count 'em, "juice" settings. Players may also turn on or off the power-ups and hot-spots that allow players to improve their abilities and score unfeasible amounts of points. Hurrah!



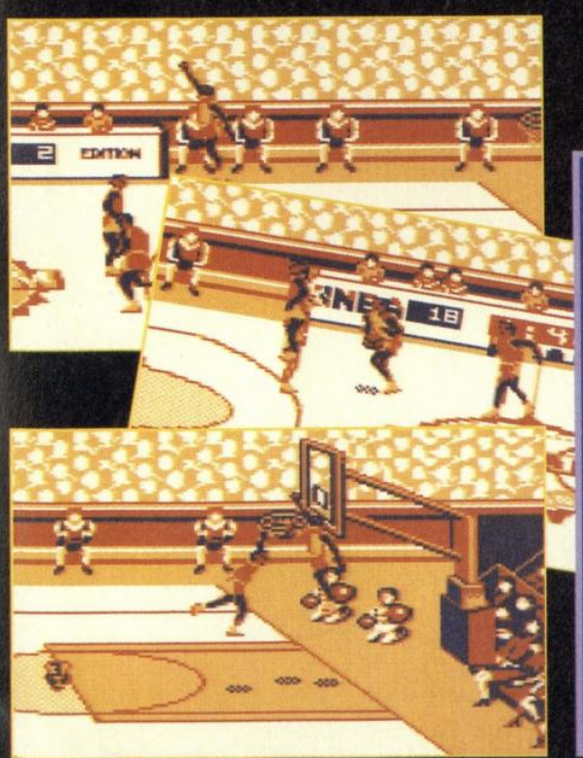
MORE ON

We can't confirm this one for sure, but Game Boy TE is making some big boasts. It is, for example, claiming to have a fully updated NBA roster. Nothing too special about that really, but it also brags that it has more super jams and secret players too. As we couldn't actually find any of them, we'll have to take Acclaim's word for that, but one thing's for definite, no previous version of the game allowed gamers the option to substitute players *during* the game before. Certainly solves those matchup problems before any real damage can occur. Altogether now - Ooh! You're hard!

SLAM WITH THE STARS

In the Super NES version of the game longevity was in-built in that, as a four-player compatible cart, it was always fun to revisit. Obviously this is a bit of a problem in Game Boy TE as it's only a single player affair. Mindful of such things Acclaim have managed to cram a whole extra tournament into the cart. It's called the Tournament Edition Challenge Trophy and you've really got to be a bit of an NBA hardnut to even think about taking part. In order to qualify you've got to have beaten all 27 NBA teams first. Who or what gamers actually meet in this supreme challenge, we're not telling, except to say that it involves some very famous all-star players. Darn, I've given it away now. Or have I?...

TOURNAMENT EDITION



COMMENT

ANDY

It doesn't seem like too long ago that I was reviewing the Game Boy version of NBA Jam. How time flies, eh! Now the sequel is here and, I'm afraid to say that it's better than the last one. More speed, better dunks, smoother animation. In general it's more playable. Torus, presumably, are a new programming team so, if this is their first major title, well done to them. Although the music needs a bit of work - like completely rewritten - it is... not dead good. But, let's be honest, you don't expect aural delights from the Game Boy and they've generously included the option to turn it off. Basically it's the same story as it was for the 16-bit versions - Game Boy TE is an absolute must-have if you don't possess the first version of the game, and worth considering if you do, probably.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES				
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH				
YEAR				

GRAPHICS — 83

▲ Small but functional, even on the regular Game Boy. Cut screens are good.

▼ Gets a bit confusing as to who's who occasionally - especially in juice mode.

SOUND — 50

▼ Oh dear me no. I fear Mr Music was out the day Acclaim came to call. Must have been down the park with Mr Effects.

PLAYABILITY — 89

▲ Slightly tricky to get to grips with all the turbo extras it plays like a hand-held version of the 16-bit game. Which is exactly what it is! Lawks. Very fast indeed on maximum juice.

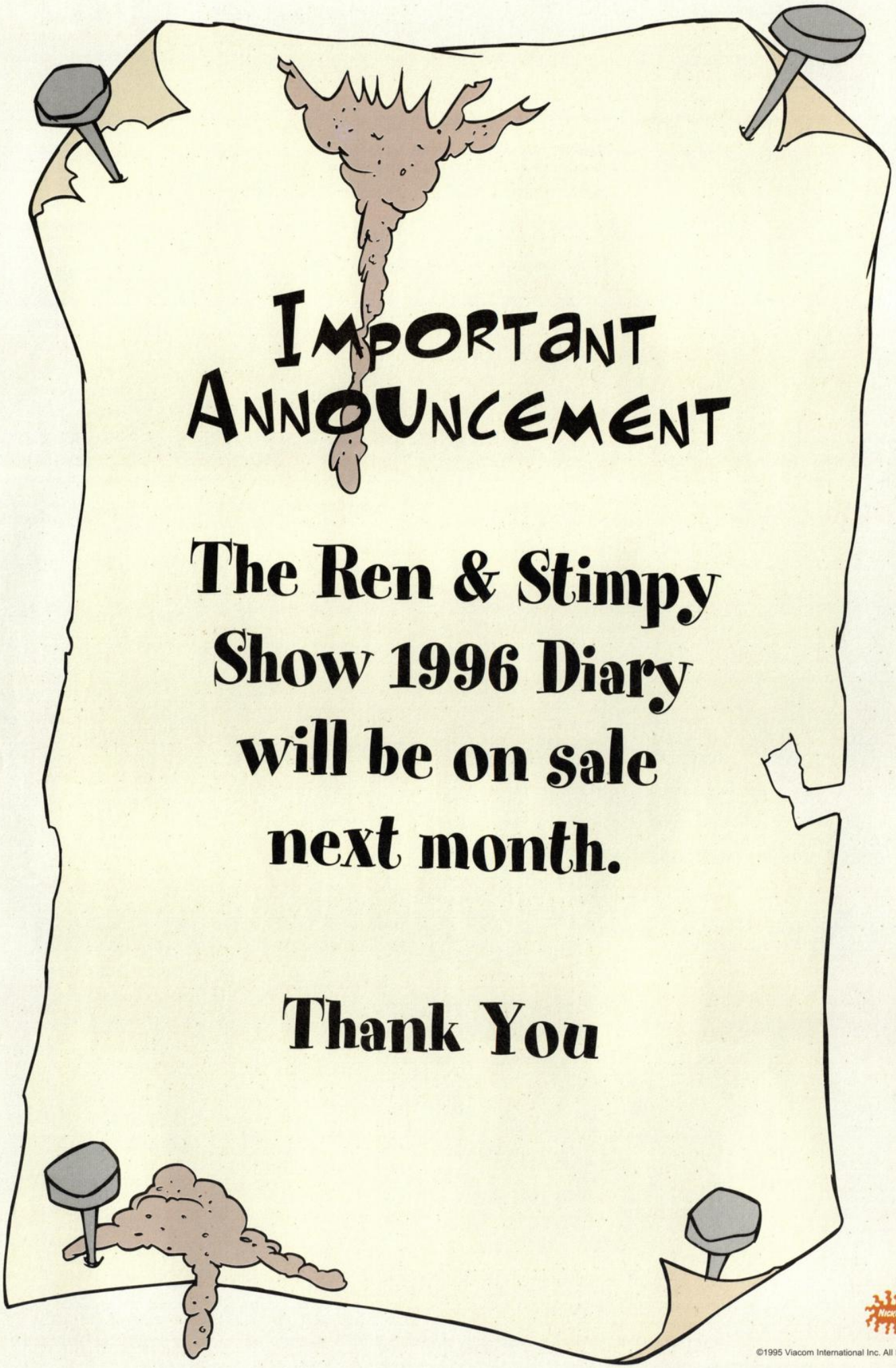
LASTABILITY — 84

▲ All the NBA Teams to beat, should take a while I reckon. Plus the promise of more for top players.

▼ No two-player mode. Downer.

OVERALL — 89

Without any shadow of a doubt the best basketball game for the Game Boy. Which is exactly what I said about the last NBA Jam. Just get it.



Important Announcement

The Ren & Stimpy Show 1996 Diary will be on sale next month.

Thank You

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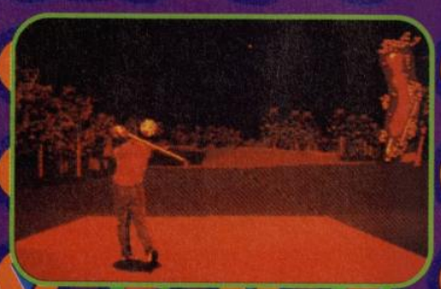
VIRTUAL BOY

The Virtual Boy goes on sale in America this month for US$179.95 and strength of sales over there will determine when Nintendo's new toy will be released in Australia. The number of games for the system has been increasing every month as more third party developers jump aboard the good ship VeeBee and some of the new games make great use of the Virtual Boy's 3D capabilities.

GALACTIC PINBALL

The Virtual Boy is the machine most likely to be able to present a decent pinball sim, something that has eluded most consoles so far. There are five tables which scroll up and down, following the ball's movement, and there are several layers of depth to the tables.



T&E GOLF

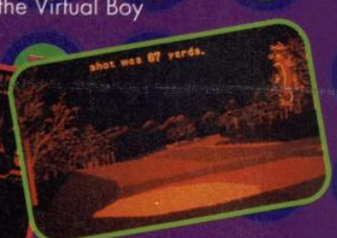
A standard golf game, but the 3D effects provided by the Virtual Boy result in great presentation and lots of zooming in and out with the ball.

MARIO CLASH

This appears to be quite similar to the original Mario Bros game, but Mario has both platforms and Zelda-style overhead sections to contend with, not to mention the hordes of Koopa Troopas coming at him from all angles!

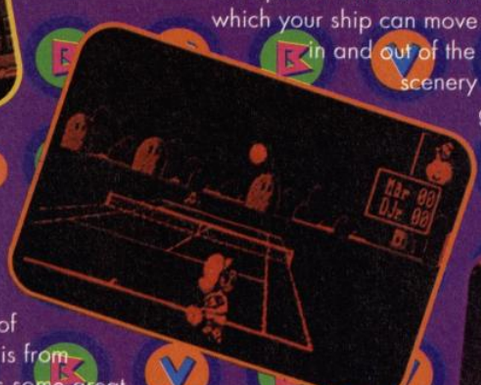
RED ALARM

A 3D space shooter from T&E Soft that at first glance resembles a wire frame version of Starwing, although the impression of depth and movement are much more pronounced.



VERTICAL FORCE

A standard vertical shoot 'em up from Hudson Soft in which your ship can move in and out of the scenery in two planes. The gameplay is nothing original, but the visual effects are great.

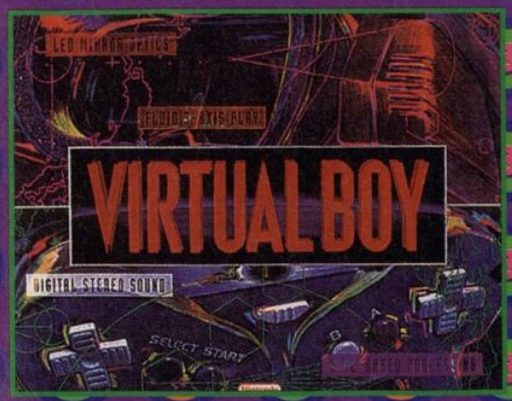


MARIO'S DREAM TENNIS

Mario, Luigi, Yoshi, Donkey Kong Jr and the rest of the Nintendo home team go head to head in a jolly round of tennis or two. The perspective is from behind your player and there's some great 3D effects with the ball being hit around the court most impressively.

VIRTUAL LEAGUE BASEBALL

The Japanese love baseball, so it's no surprise that one of the first games for the Virtual Boy



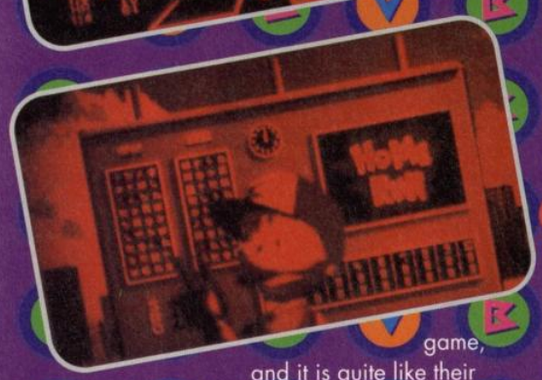
VIRTUAL TETRIS

Tetris has turned up on just about every piece of electrical equipment ever invented, and the Virtual Boy is no exception. The catch, however, is that you have two layers of blocks which can be rotated around the screen, thus effectively doubling the excitement!

3D RPG

We couldn't translate the title of this game from I'Max, but it's very much a Dungeons & Dragons-style maze game. Spooky locations and a heavy RPG theme will make this game a winner in Japan for sure.

is based upon this sport. Kemco are responsible for this game, and it is quite like their Super NES baseball game.

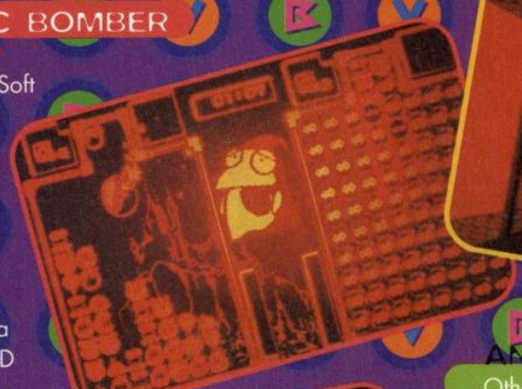


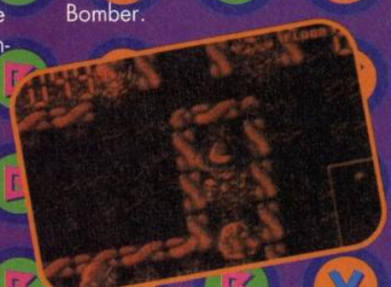
JACK BROS

An overhead perspective adventure game from Atlus in the mould of Gauntlet. You take your pick of three cute little imps and wander around in search of keys and the like while vanquishing any monsters that dare to cross your path.

PANIC BOMBER VB

Hudson Soft has also has a Tetris-style puzzle game on the way which is a 3D adaptation of the Super NES game Panic Bomber.





AND THE REST

Other games which have been announced for the Virtual Boy include Waterworld from Ocean, based on the Kevin Costner film; Teleroboxer, a 3D boxing game with robots; an as yet unnamed RPG from Square Soft; and Wario Cruise from Nintendo.

According to Nintendo, dozens of third party software publishers have been clamouring to develop games for the Virtual Boy and the fruits of which should be appearing over the next year.

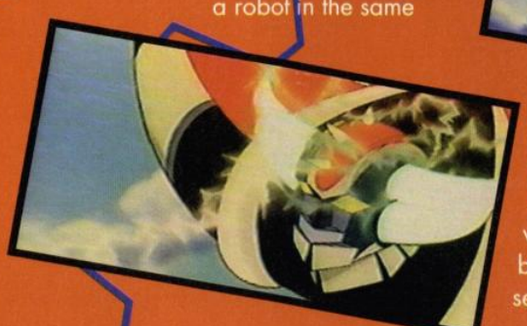
ROBO

They've appeared in a multitude of manga, anime, video games and even candy packaging! Yes, the Japanese love their robots. This issue we take a time warp back to the days when giant robots were samurai-like warriors defending the earth!

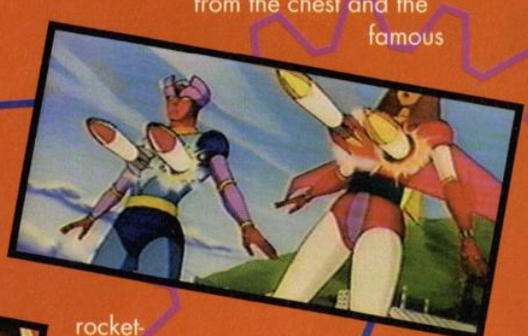
anime SPECIAL

While the towering metropolis in Bladerunner has been a major influence on many manga and anime settings like Akira and Cyber City, there's no denying that an equal amount of influence travels the other way. For example, the mecha in Robocop and the Loader that Ripley beat the queen bitch with at the end of Aliens are clearly inspired by creations of the Japanese giant robot genre, as are the lumbering machines you pilot in games like MechWarrior.

The first giant robot to appear in manga and anime was Tetsujin 28 (Iron Man 28) created by Mitsuteru Yokoyama. Some of you may remember him as Gigantor, the title of the anime based on the comic that was released in the west in the early 70s. Unlike the robots we're familiar with, Gigantor did not have an internal cockpit; instead, the 'pilot' used a remote control device to control the metal behemoth to smash up various bad mecha that threatened the world. A similar type of control method was later used in live action robot shows like Dai Tetsujin 17, where the boy hero could communicate with the robot via a headset and Giant Robo, in which the device was a watch.



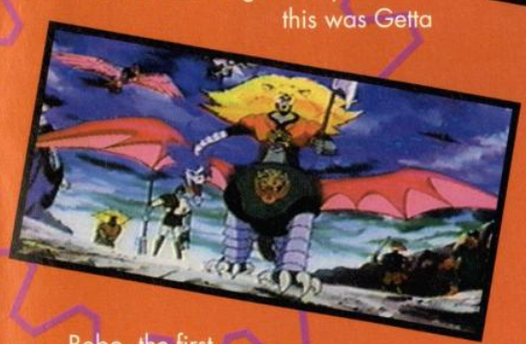
It was manga artist Go Nagai who came up with the concept of controlling a robot in the same manner as driving a car. Mazinger Z first appeared in Japan's Shonen Jump manga and on TV in 1972 and started a new wave of robots in the animation industry. The teenage pilot Koji Kabuto would pilot a hoverjet, which in turn docked into the head of Mazinger Z, effectively becoming the brain of the 18 metre tall giant. Its weapons included lasers that shot out from the eyes, a heat beam from the chest and the famous rocket-powered flying fists. One of Mazinger's weaknesses was that it couldn't fly, so later in the season a wing was developed that would attach to its back. Mazinger Z was so popular the sequel, Great Mazinger, was created.



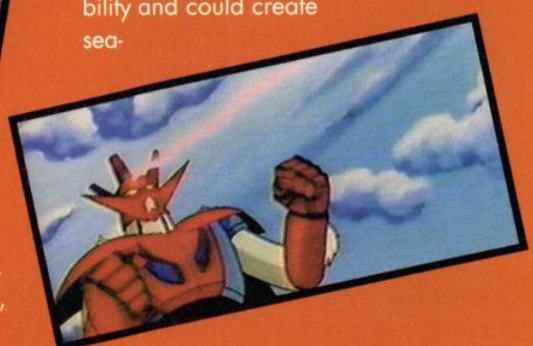
MANIA

More powerful than its 'younger brother', it already had flight capability and even more weapons, most notably the ability to channel lightning and a trusty sword. Other interesting mecha (besides the plethora of invading robo-monsters) was

Venus Ace, a female robot that helped the Mazingers defeat the enemy with her Breast Missiles (yes, that's what they were really called!) TV animation is largely sponsored by toy companies, who make toys of the title characters or robots, so the more toys they could get out of a show the better. Go Nagai's response to this was Getta



Robo, the first transforming/combining robot. Getta was made up of three jet fighters, but depending on which order they combined, the result would be a robot with different capabilities and weapons. Number one was surface and air-based, armed with lasers, axes and sawblades on the arms; number two could drill beneath the surface of the earth and fire missiles; number three was a submersible robot/tank hybrid with missile capability and could create sea-



storms. Halfway through the series a newer model was introduced after Getta Three's pilot died in combat and the robot was decommissioned in his memory.

The toy company must have been ecstatic; not only could they make toys of the three robots, there were also the jets before combination to produce - just from one show! Marketing spinoffs aside, it must be said that the mecha was very inventive at the time and, hell, everybody thought they were way cool anyway. Nagai had inspired too many giant robot cre-

ations during the 70s to list, though favourites were Danguard Aca (which transformed into a jet); Voltes V (made up of five fighter jets/tanks) and Future Robo Dartanias (made up of a smaller robot, a jet and a mecha-lion). Although their designs and combination methods

became increasingly complex, the scenarios and other characteristics pretty much remained the same, eg:

- Aliens or secret society invade earth using giant robot monsters to destroy cities
- Maverick scientist invents a lone warrior robot to defend humanity, which can only be controlled by a 'gifted' pilot (or a

anime SPECIAL

Twenty-four hour anime on the telly, video and cinema previews and more anime merchandise that can fit Godzilla's stomach: it's the Anime Expo 95 in Los Angeles! While I'm off to do some reporting, cast your eyes over the giant robot retrospective in this issue and these reviews.

group of them)

• Upon combination, the robots did a bit of heroic posturing (to get the viewers excited, see) with sparks/lightning etc everywhere

• The pilots always shouted the weapon or attack move the robot was performing, eg "Flaming Sword Attack!!!" You know the drill

• A spectacular finishing move guaranteed the enemy's destruction week after week, usually a sword attack.

Although undeniably great entertainment for the youngsters, this formula remained virtually unchallenged until Yoshiyuki Tomino created Mobile Suit Gundam in 1979. The Mobile Suit was not a heroic robot warrior but merely a piece of military hardware like a tank. Mass produced, armed with weaponry a human soldier would use like a rifle, bazooka and ... okay ... a beam sabre (but obviously much bigger) and adhering a bit more towards the laws of physics, a new level of realism in robot design was introduced. Depth of characterisation and blurred sense of who was good and evil also set the show apart from the rest. Gundam paved the way for later shows like Macross and Patlabor.

But what goes around comes around. Nostalgia for those olden days has resulted in remakes of classic shows or new OAVs with mecha and scenarios very much inspired from the 70s. Look out for Gunbuster, Hades Project Zeorymer and Giant Robo due for release in the near future.

If you want to check out Go Nagai's mecha yourself, take a look in the children's animation section at the video shop, as Mazinger Z was dubbed and released as Tranzor Z, Getta Robo as Star Vengers and UFO Robo Grandizer as Goldorak. You might be lucky, but just remember that they're very old and probably heavily edited. Manga-wise, a new Getta Robo comic by Nagai himself was released a few years ago by Viz Comics (no relation to the British publication) under the name Venger Robo and may still be stocked at specialist import comic stores.

DOOMED MEGALOPOLIS
Chapter One

Turn of the century Tokyo is undergoing an urban development that will result in one of the greatest cities in the world. Here rests the spirit of Masakado, the guardian deity of Tokyo, but if he should be awaken from his slumber he will bring forth destruction to the city and the Imperial Family. The demonic sorcerer Kato has arrived here to do exactly that, but his presence has also been felt by another sorcerer Hirai who has been invited to the city as a spiritual consultant. In no time the beautiful Yukari, who has visions of impending apocalypse is captured by Kato and all sorts of demonic manifestations start to occur. The stage has been set for a battle between two powerful beings that are a reflection of each other...

Based on the work by Hiroshi Aramata, I remember seeing a live action version back in the 80s which had creature designs by H.R. Geiger (Alien). The chap who played Kato later popped up in the bizarre Japanese comedy show, The Tunnel, in a parody of the sorcerer! While the film I found disappointing - largely due to terrible dubbing and translation - the anime will be enjoyed by all you demon loving fans! The animation, (assisted by Madhouse), and direction are excellent, the eerie atmosphere will give you the chills (like The X-Files does) and the worm sequence hits quite high on the perversometer!

SPACE ADVENTURE COBRA

Based on the manga by Buichi Terasawa, this is directed by Osamu Denzaki, who also brought you the excellent Golgo 13 anime feature released a while back.

Jane, a drop dead gorgeous bounty hunter, beheads Mad Monk Dakoba, a much wanted undesirable with a hefty bag of loot as reward. But before she can put the benefits to good use she becomes a

target of the Galactic Guild, the largest crime syndicate in the galaxy. Luckily she meets Cobra, an ex-space pirate who also happens to be on top of the most wanted list, but instead of handing him over to the authorities they become partners as only Cobra, with his devastating psycho gun, can protect her from the Guild ... and she also likes the guy! Along with Andromeda, the trio embark on a trip to Jane's home planet to fulfil her destiny but Lord Necron of the Guild as well as a multitude of his henchmen are waiting to extinguish them every step of the way...

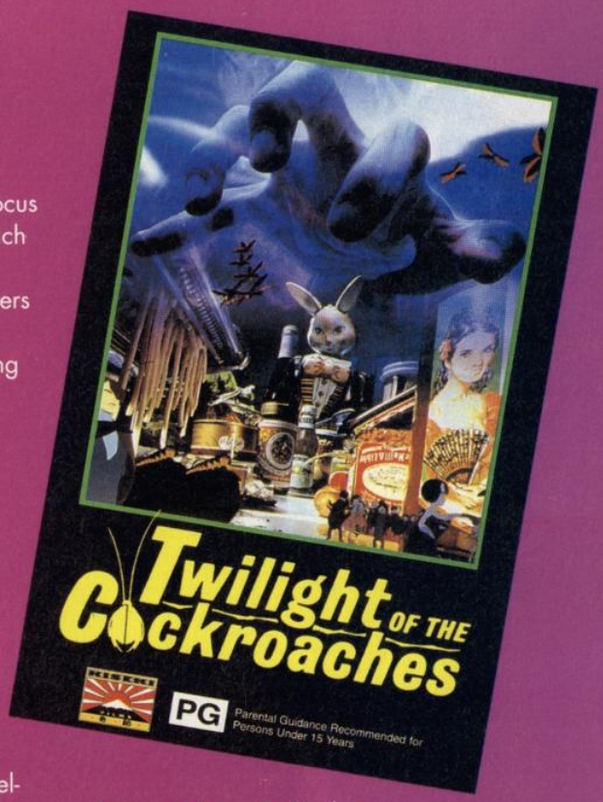
While the animation is of another decade, Space

Adventure Cobra is well worth seeing. Like in Golgo 13, Denzaki uses a lot of split screen techniques and surreal sequences that give his anime a distinctive feel. The new soundtrack by Yello works very well and it's no wonder Terasawa was happy with the results! Although he's no fool when things get tough, Cobra's bumbling antics are hysterical to watch and there's also plenty of action, romance and betrayal along the way to Jane's world. If you missed this at the Manga Mania festival now is the time to check this out!

TWILIGHT OF THE COCKROACHES

Only in Japan can someone make a film sympathetic to one of the most vile creatures that skitter around the place - cockroaches! By giving them cute anime-style character designs and human emotions, the films premise is extremely bizarre and funny...depending on your sensibilities!

Set in the apartment of Mr Saito, the focus is on a thriving cockroach kingdom which has established a peaceful co-existence with the human inhabitant; the little critters party freely and feed on left over food lying around and the days of scavenging and insecticide are a distant memory. When a wounded roach, Hans, arrives from a neighbouring war-torn kingdom (across the yard); roachette Naomi is attracted to him, but she's engaged to the sensitive poet Ichiro. Compounding her emotional turmoil is an impending apocalypse as Saito's roach-hating girlfriend moves in later on and brings insecticide and traps by the bag full!



Twilight Of The Cockroaches is a blend of cel-animated insects, live action backgrounds and human characters as well as stop motion animation - a hilarious exchange between Naomi and a turd being a highlight! Our everyday objects like bottles and cartons take on a monolithic appearance to the roaches and a pair of sandshoes become a home! It moves along at an even pace but it's funny and moving, although I didn't fully sympathise with the plight of the roaches. While on the surface it's a twisted adventure story, it's not hard to pick up deeper themes in Hiroaki Yoshida's film, most notably its parallel with the persecutions of various races of people in the past and present. You'll either like it or hate it, but it's uniquely Japanese and is worth a look next time you visit the video shop.

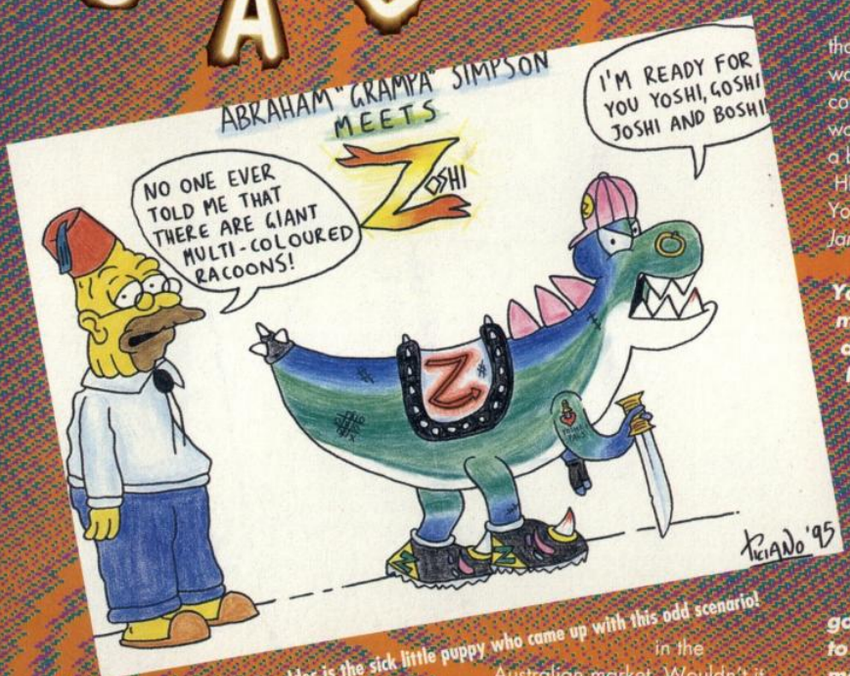
ANGEL COP Parts 1 & 2

Japan has become the number one world superpower and also the prime target for terrorists wishing to throw the global economy in chaos. Angel is is newest recruit into the special security forces against terrorism and she doesn't play by the rules. A total ice queen who couldn't care less for her colleagues let alone hostages, she's also quite happy to leave behind a real bloody mess for others to clean up!

Your average violent tale of elite cops against the bad guys is pepped up a bit by the introduction of cybernetics and mysterious vigilantes with supernatural powers towards the end, but there's plenty of better stuff available in this genre. Personally I wasn't a big fan of the character designs; some of those chins and jaws look very weird indeed! The voice acting was also a tad below the quality set by other recent releases from Manga Entertainment to my mind. Approach with caution.

MAIL BAG

Ah ... Spring is upon us and that can only mean one thing - that summer is just around the corner! And you know what happens over summer? That's right, Christmas! Oh, my stomach aches at the thought of all those turkeys merrily basting away in their juices, and plenty of stuffing to stuff down on top! But I'm getting a little ahead of myself now, and I best concern myself with the present. But speaking of presents, I wouldn't mind an Ultra 64! You can send it to me at the usual address of Mailbag, PO Box A305, Sydney South, NSW 2000.


ABRAHAM "GRAMPA" SIMPSON MEETS
ZOSHI
NO ONE EVER TOLD ME THAT THERE ARE GIANT MULTI-COLOURED RACOONS!
I'M READY FOR YOU YOSHI, GOSHI JOSHI AND BOSHI!
TICIANO '95

Ticiano Geraldes is the sick little puppy who came up with this odd scenario!

IMPORTANT

Sick and tired of sitting around waiting for the game of your dreams to be released in Australia? Shooting holes in your head at the prospect of only getting crappy platformers with big movie names behind them?

This is something that has been happening for as long I can remember and there has really only been a few occasions where we have gotten the games we have really appreciated.

I don't want to play dodgy crap platformers, rehashed 'classics' or any other clone-like game that has been churned out just to steal money from hapless game players.

Why aren't there more games released like Secret Of Mana, or games that bring about a whole new concept in gaming like Unirally has? My friends and I drool when we read of brilliant games such as Final Fantasy III, Front Mission, Akira and Ranma 1/2, but which sadly look like never being released in Australia at all.

Who is to blame? Those men (*and women - let's not be sexist now! — Fat Boy*) who run the video game industry. They release what they 'think' will sell in the Australian market. Wouldn't it be better for these highly paid executives to *know* what will sell instead of *think* what will sell?

I have read a lot of letters in your magazine and just about everyone is hanging out for some game that may not be released in Australia. Your reply was too write away to these companies and tell them what you thought was wanted. Not many people have the guts or the time to sit down and be bothered to do this, but I did it and do you know what I got? A lovely pre-written letter with my name inserted in the right places saying: *"Thank you for your letter, we look forward to hearing from you in the future."* I must say that companies are hardly going to pay attention to a few piddly little letters now and then, which brings me to the point of this letter: Why not run a survey every three months or so asking all the NMS readers which upcoming releases they most want, which releases or games that have been released overseas and not here that they most want and, last of all, any suggestions on a type of game that would be really appreciated by the rest of the gaming consumers and readers of NMS. Then you could compile these results and send them away to these companies who are so heli bent on making money that they'll do anything to get it. That way it will be kind of more official coming from you to them, and you would be doing all of NMS's readers a big favour.

HELP STAMP OUT DODGY GAMES!!!

Yours sincerely,
Jamie Magann

You champion a noble cause, my friend, but I'm one step ahead of you. We here at Nintendo Magazine System know exactly what sort of games you want and we ask Nintendo for them every day. Unfortunately, our demands are usually met with the same "Er, it's not on our current release schedule..." answer. It's good that you made the effort to write to them, though, and if more people did then someone in the higher echelons of Nintendo would surely take notice.

DEAR FAT BOY

I've enclosed a picture of my version of Zoshi. I love drawing and I really hope it gets printed.

If you look at issue #28 you'll see my picture that got printed on page 48 in the Real NMS section. I went to the newsagents and when I saw my picture there I glanced at it again. I was jumping for joy but there was one problem... I didn't receive any money. When I got home I immediately rang my mum at work. I told her about the comics that I won and she told me where some money was. I bought it!

Most people say to print their picture or letter but they don't have a reason. I mean of course this person is gonna be real happy but what's in it for you guys? Money, that's what. When mums see their sons pictures printed in your (excellent) magazine they buy them. I was quite disappointed when I read the third letter in the Mailbag in issue #28. The guy said that he drew two good pictures of Chun Li and Cammy but they weren't printed. I was going to draw a picture of Mario killing Sonic but I drew what you wanted people to draw... Zoshi. I hope I haven't bored you.

Ticiano Geraldes,
Frankston, VIC

Er, I'm not entirely sure what the point of your letter is, but I like the part about you sending us money! Oh, and I did like your Grampa meets Zoshi pic.

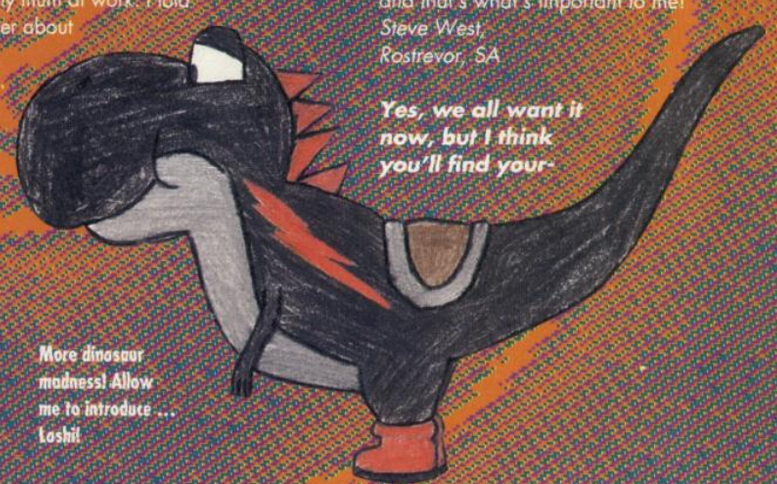
DEAR FAT BOY

I'm writing to tell you how pissed off I am that Nintendo are holding back the Nintendo Ultra 64 until April next year. Although I might seem impatient, I wouldn't mind seeing the NU64 around much earlier than that. I hope someone at Nintendo reads this and takes some heed that I wouldn't mind if there were only a very small number of games available at the release of the machine. I mean, I could last on Killer Instinct and Cruis'n USA for a long time until more games are released. I have faith in Nintendo's power to deliver the goods, and we trust them when they say they will make certain games. So why not release the NU64 sooner, not later, so that we can play the one or two games that are available, while waiting for others to be released? The Super NES was released with only a small number of games, but I bought it straight away, because I knew that Nintendo would slowly but surely deliver the goods, which they certainly have.

I believe that many other N-heads should express their want for this good looking piece of technology NOW! As the machine itself is obviously ready, and that's what's important to me!

Steve West,
Rostrevor, SA

Yes, we all want it now, but I think you'll find your-



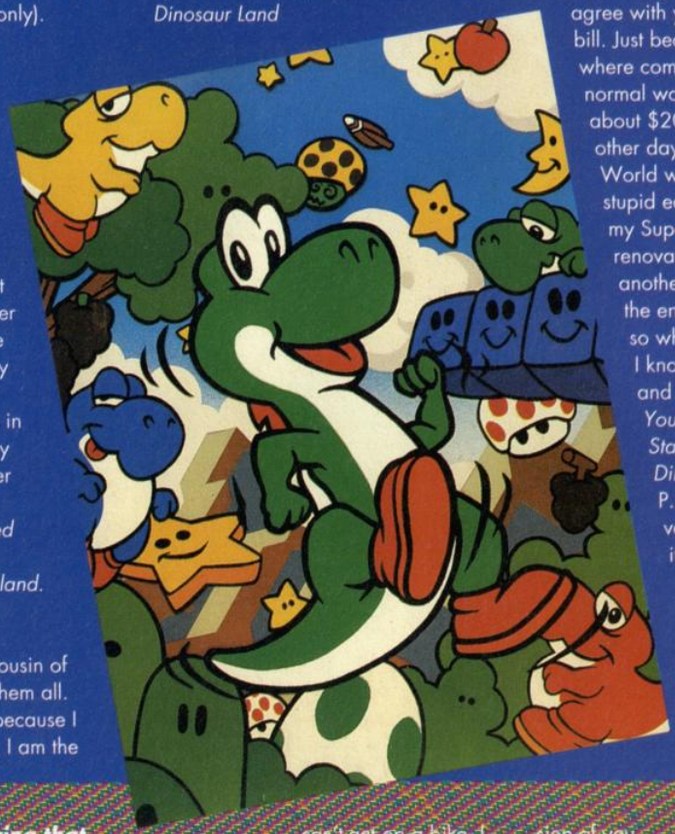
More dinosaur madness! Allow me to introduce ... Loshi!

SON OF DINOSAUR HOTLINE

TO WHAT'S ITS FAT BLOKE
It's Toshido here, the dinosaur. I'm a brown Yoshi-esque dinosaur. I left Mario World about 250,000 years ago and I am now living in Melbourne, Australia. I have learnt English and am now working under an assumed name as a reporter for The Age. Anyway a big Hi! to all living dinosaurs (nice ones only).
Yours dinosaulry,
Toshido

OI FATTY!
This is Moshi speaking, Boshi's long lost baby brother. When I was young, my big brother Boshi had an affair with Princess Toadstool. He set off with her to star in Super Mario World, and left me on my own. NMS is pretty much the only thing that keeps my hopes up. Bear in mind that if I don't get my monthly NMS, I will wither away and die.
From a sad and depressed dinosaur,
The volcano on Yoshi's Island.

TO THE FAT KING
Yo, I'm Loshi, the black cousin of Zoshi. I'm the coolest of them all. Zoshi didn't capture me because I live in Special Star Road. I am the original. If anyone else else uses my name it just means that I am their idol and they are a traitor. Not many people know of me, but I helped build all of the castles and I am an evil dinosaur. I sometimes even work for Intergang.
Loshi,
Special Star Road,
Dinosaur Land



DEAR FAT BOY
Hi, It's me, Doshi, the multi-coloured cousin of Yoshi. Not much is known about me, but I'm more powerful than Yoshi, Joshi, Boshi, Goshi, Toshi, Hoshi and Zoshi. Two things I'd like to say to Toshi are that there probably many dinos that Boshi didn't invite to the meeting and that I totally agree with you about the phone bill. Just because we live somewhere completely different to the normal world we have to pay about $20 to $40 extra! The other day I was playing Mario World when one of Boshi's stupid earthquakes stuffed up my Super NES. I began to renovate the castle when another earthquake flattened the entire thing! To Hoshi, so what if you know Bison? I know Shao Khan, Goro and Shang Tsung!
Your Pal Doshi,
Star Road Glorp,
Dinosaur Land
P.S. I wrote this but a very kind human typed it out.

TO THE RESIDENTS OF DINOSAUR LAND & MARIO & CO.
You weak minded fools! You stupid lizards are getting your 'friendly' humans to help you write your letters for you as you are too incompetent. Ha! Ha! Ha! You are bickering between yourselves: "I'm red! No, I'm red!" Or who's better than who. SHUT UP! You make me sick! But there is an up side to your pointless quarrelling, you have given me time to return to my evil citadel. Ha! Ha! Ha! Ha! Now I shall extract my revenge on you all, one by one.
By the way, Mario, Luigi and anyone else associated with them, I haven't forgotten you. Your deaths will be painful and slow as you are roasted along with dingos who eat babies (they have failed to do my biding)!
Vengeance has a name, ZOSHI!
Zoshi the Malevolent!,
The Planet Orc, right next to Mork's house!
P.S. I don't need a human to help me write. Unlike others, I have evolved.

Well, it seems that Zoshi is going to have the last word, as I'm not going to print any more letters from disrespectful and disobedient dinosaurs. With any luck Yoshi's Island will keep you lot busy for a while and I can try and turn this Mailbag back into a respectable column befitting of my self-importance!

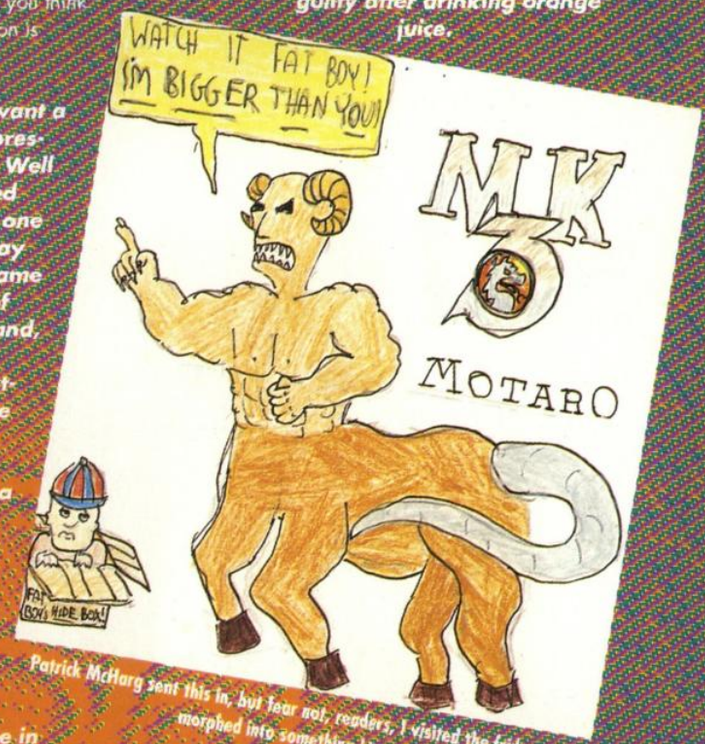
self in the minority saying that one or two games would keep you happy until more come along. Look at the Saturn with its half-baked conversions Virtua Fighter and Daytona, and the only games worth even glancing at on the Playstation are Ridge Racer and Tekken. These are arcade games designed to eat your money, and when you can play them all day at home they soon lose their appeal. Nintendo has been working hard on getting the NU64 perfect, and if that means we have to wait a little bit longer, so be it.

DEAR FAT BOY
I feel a bit out of place writing this letter. I'm a 32 year old mother of three who recently bought a Super NES (for my kids of course) and I love it. I got Alien 3 and believe it or not, I've clocked all three levels with the kids watching with their mouths agape. I reckon it was really great. I saw you rated it 93% so I figure I didn't do too bad. Kids still haven't got through the easy level. Ha! My husband bought me Terminator and none of us can do it. The controls seem very slow and we can't get on a bike. I rang the hotline and they didn't help, just said it was hard to do. Can you or anyone help me, it was my Mother's Day pressie and I want to be able to do it.
I get your mag every month and read it from back to front. It's pretty good. I like the cheats. We've also got Donkey Kong Country. I love the graphics.
Glenys Lowe,
Daisy Hill, Qld

Glad to hear that you're enjoying the games just as much as your kids and good on ya for beating them! However, I'm sad to say that persistence is the only way to beat the Terminator game and I agree that the controls aren't very good.

HEY FATTY!
One simple question. Why isn't there an AFL football game on the Super NES? I think it would be bloody marvellous. Please explain.
Steven Rivers,
East Burwood, VIC
P.S. This is the first time I have ever written to you so I suggest you print this letter to give me a good impression of you.
P.P.S. My birthday is next month and you printing this letter will be a great present.
P.P.P.S. Do you think O.J. Simpson is guilty?

So, you want a good impression, eh? Well get stuffed then! No one would play an AFL game outside of Victoria and, more importantly, no one has the right to demand a game that they want until I get my pizza conveyor belt game in which I have to eat as many pizzas as possible and there's a chocolate banana sundae slurping bonus game!
P.S. No, Homer doesn't feel guilty after drinking orange juice.

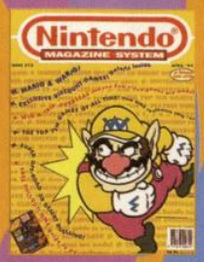


Patrick McHarg sent this in, but fear not, readers, I visited the fridge and morphed into something bigger!

AH, *%©#

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).



NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

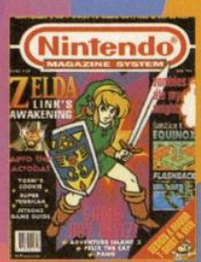
NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).



NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!??? How could you ever call yourself a true believer???!!! What you need are BACK ISSUES!!!!!!!

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).

NMS 26 REVIEWS SNES: Kirby's Dream Course, Warlock, Full Throttle All-American Racing, Newman-Haas Indycar Featuring Nigel Mansell, Super Pinball, Mystic Quest Legend; GB: Seaquest DSV; **GUIDE**: Killer Instinct; **PLUS**: Virtual Boy Special, Street Fighter Anime Preview.

NMS 28 REVIEWS SNES: Super International Cricket, Chrono Trigger, Robocop Vs Terminator, Star Trek - Starfleet Academy, Stargate; NES: Lion King; GB: Mario's Picross, Kirby's Dream Land, FIFA International Soccer.**GUIDES**: Unirally (SNES).

NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 27 REVIEWS SNES: Front Mission, Brutal - Paws of Fury, Itchy & Scratchy, NBA Live '95, True Lies; GB: Desert Strike, True Lies, Mega Man. **GUIDES**: NBA Jam Tournament Edition (SNES), Killer Instinct (U64). **PLUS**: Ultra 64 Special.

NMS 29 REVIEWS SNES: Justice League Task Force, Judge Dredd; GB: Donkey Kong Land, Earthworm Jim, Pac In Time, Judge Dredd, Bubsy 2. **GUIDES:** Illusion Of Time (SNES), Syndicate (SNES). **PLUS:** Acclaim Feature.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

Each of these glorious back issues will cost you a mere $6.00 (AUS $7.50 for New Zealand) including postage and handling.

All you have to do is send us a cheque or a money order (do not send cash 'cause it gets nicked) made out to Trielle Corporation to NMS Back Issues, PO Box A305, Sydney South NSW 2000 with a note letting us know which brilliant issues you're after and we'll send them straight out to you! Then you can relax and contemplate your complete and perfect life!

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's **GUIDES**: Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA**: Amos Wong Dartboard, Behind The Scenes Of NMS.

NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander; GB: Stargate; **GUIDE**: Super Punch Out; **PLUS**: Interview with Nintendo Australia's Marketing Director.

Yeah, yeah, yeah I'm filling it out. When you get it please rush me ..... copy/copies of what I've ticked. Okay?! DO IT NOW! Oh, do I get a FREE set of steak knives with it or what?

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Then send this form to NMS Back Issues, PO Box A305, Sydney South NSW 2000. If you don't want to cut up your priceless copy of NMS then a photocopy's fine by us!

At last! you've made it past the bilge and are now looking at the best two pages of the mag! At least in my opinion, which is the only one that counts. This month I've pulled out a few of my favourite pictures by NMS readers from Skull's Gallery of Sicko Reader Art, most of which centre around the demise of a certain small blue mammal. If you've got any gross artwork you want to show to the galaxy, or, better yet, some interesting questions about the world of Nintendo, send them to me, Skull, at *Q&A, PO Box A305, Sydney South, NSW 2000.*

The following is a transcript of the letter which appeared in Q&A#28. The contents have now been declassified for general viewing.

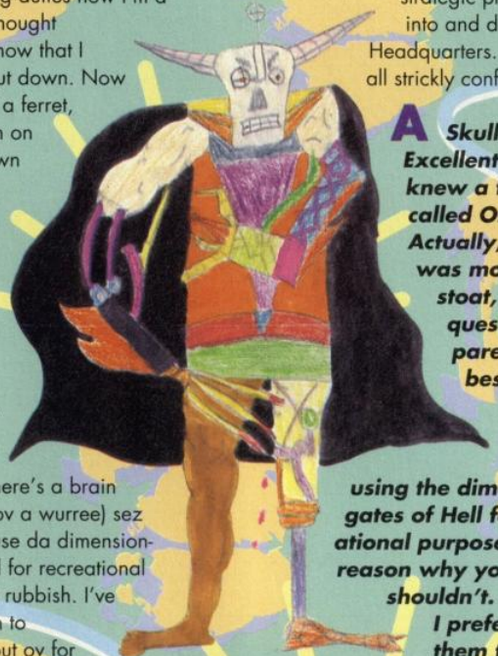
Q Skull, my man! It's me 'gain. Look, I won't keep you, 'cos I've got big duties now I'm a colonel, but I thought you'd like to know that I had me dog put down. Now I've got meself a ferret, but I don't plan on shovin' 'im down me dax. Not even with a Game Boy in me mitts. A skeleton can have some pride, can't he?

Me mate, B.B. (stands for Brain Box, but whedder there's a brain inside is a bit ov a wurree) sez dat you can't use da dimensional gates to Hell for recreational purposes. Wot rubbish. I've been using 'em to bungee jump out ov for years. Me ankle bones 'ave never felt betta. Anyways, I'der betta go and tend to me ferret (I've called 'im Ripper after Jack, hoo works at the Slow-E-Mart down the rode).

Be seein ya.

— Colonel Cranium, Fourth District of Hell

P.S. Included in this package are strategic plans to get into and destroy Sega Headquarters. These are all strickly confiddenshul.



All hail General Skull! Jake "The Snake" Carroll drew this marvellous picture of me!

A ***Skull: A ferret! Excellent! I once knew a ferret called Oscar. Actually, I think he was more of a stoat, but his questionable parentage was best left unquestioned. As for using the dimensional gates of Hell for recreational purposes, I see no reason why you shouldn't. However, I prefer to use them to shift into unfriendly reality levels where I can cause as much Death, Suffering and Violence as possible!***

Q Yo! Skull mon, I's me, the dreaded Bob Charlie from Super Punch Out!! Please, mon, answer these questions I have for you.

1. I have recently played Castlevania IV and Super Ghouls 'N' Ghosts on the Super NES and I reckon they're great. Do I have your approval to buy them or should I just keep saving for Doom?
2. How might I obtain a copy of SFII black belt edition on the Super NES?
3. I, too, love Death Suffering and Violence, so can I join your DSV cult as well, please?

— Bob Charlie, Jamaica

Here's another pic from Nat Young, who obviously doesn't get enough homework.

A ***Skull: 1. I'd keep saving up for Doom, but both of those games you mentioned are pretty old and should be available fairly cheaply, so buy them if you can afford to. Better yet, get someone else to buy them for you!***
2. With great difficulty. The so-called 'black belt' Street Fighter games were nothing more than dodgy pirate versions. Some of them were pretty cool to play, though, and you should be able to replicate most of their features with the help of an Action Replay or a Game Genie.
3. Welcome to the family!

Q Dear Skull,

With all this 64-bit and Virtual Boy debarkle what is going to happen to the Super NES and Game Boy? Will they end up like the NES?

— Derf Nettad, Htiffirg, WSN

A ***Skull: The Game Boy will be around for many years to come and Nintendo and other third party publishers will continue to support it with lots of new games. The Super NES can also look forward to a long life simply because there are so many units out there, (not that this helped the NES), although the number of titles released will drop as game developers turn their talents toward the Nintendo Ultra 64, especially in the USA. But don't be too eager to trade in your Super NES for one of the 'next generation' consoles just yet. Wait and see what they all have to offer.***

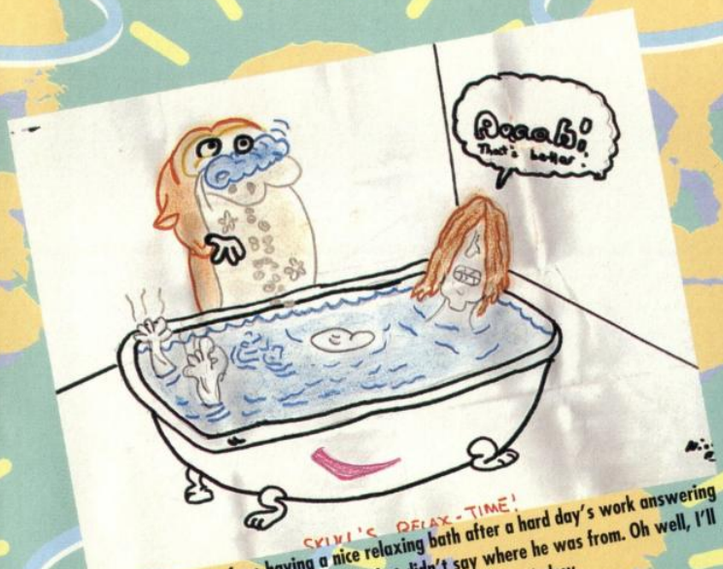
Q Dear Mr Skull,

I have owned a Super NES for about two years and I was wondering how long does the warranty last, because when I went to play my Super NES it didn't work. I picked it up and noticed a strange smell coming from the back of it.

Does your Super NES do this?! Ben Falcone's does, and he sent in this drawing to prove it!

I don't know what to do, so I was wondering if you could recommend a reputable repair company where I could get it fixed.

— David Camilleri, Melbourne, Vic



Here's a picture of me having a nice relaxing bath after a hard day's work answering your stupid letters! Nick P sent it in, but didn't say where he was from. Oh well, I'll just have to throw his comic out the window.

A ***Skull: Oh dear, it seems that your Super NES has been somewhat roasted! I suggest you contact Nintendo's service department, you can call them on (03) 9265 9900.***

Q Dear Skull,
I think that the question asked by Dick Farran was sexist from a girl's point of view. How come us girls don't get any guys to look at? I wouldn't dream of checking out Mario, the fat little git, so any good girl drawers out there please start drawing some guys for us to look at.
— Alana,
NSW

A ***Skull: Fair enough! Let's see some decent pics of Ryu's pecs! Or how about a shot of Megaman taking an oil bath! The possibilities are endless.***

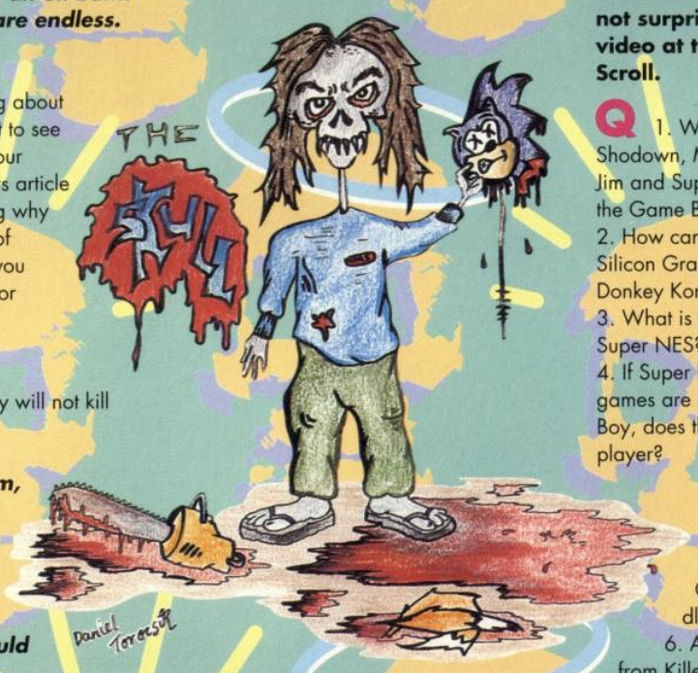
Q Dear Skull,
I was just wondering about something. I only got to see the second part of your Unnatural Born Killers article and I was wondering why you put a B in front of Orchid's name. Do you know her first name or something?
— PussE Cat

P.S. And no, curiosity will not kill this cat.

A ***Skull: Hmmm, I wonder... Perhaps it stands for Big. Maybe it stands for Bulging. Then again, it could stand for Breasts. How about all three? You decide.***

Q 1. Waaaay back in NMS #10 I saw a letter from a complete hose-nose about another Street Fighter II comic book. Is this comic by Image Comics and can you tell me where I can get a copy? I have just finished collecting the Tokuma comics version of Street Fighter II and it was great!
2. Are there any games for the Super NES that have the same style of graphics as Tekken, Toshindon or Virtua Fighter?
3. Who now is your favourite video game babe?
4. What is your favourite fighting game?
— Jeremy Face-ache,
Quindalup, WA

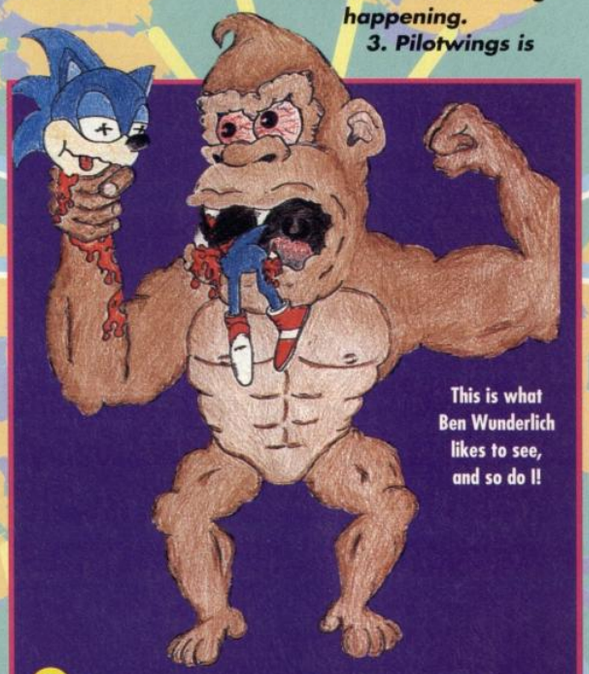
A **Skull: 1. That pic in NMS #10 of Guile delivering a rather nasty knee to Blanka's face was actually from the Jademan Comics series of Street Fighter. These were only ever available in Cantonese and could be found in Chinese newsagents, so I don't fancy your chances of getting any back issues. In addition to the Tokuma series, there was also an 'Americanized' series which was published by Malibu Comics a few years ago and is now available as a trade paperback (all issues collected together), but I don't think it was very good.**
2. The style of graphics you are referring to are polygons, and these take a lot of processing power to manipulate, something the Super NES just isn't designed for. FX Fighter was to use an FX2 chip to generate polygon fighters, but in light of Mortal Kombat 3 and Killer Instinct coming to the Super NES, it's been cancelled and will only appear on PCs.
3. Hahaha! Not telling.
4. At the moment it's Samurai Shodown II, which is not surprising as my favourite video at the moment is Ninja Scroll.



Here's a picture of me causing much suffering to a foolish hedgehog. 'Twas sent in by Daniel Torocsik.

Q 1. When will Samurai Shodown, Mega Man V, Earthworm Jim and Super Contra be released on the Game Boy in Australia?
2. How can I get some posters of the Silicon Graphics rendered pics of Donkey Kong and Killer Instinct?
3. What is the best flight sim for the Super NES?
4. If Super Enhanced Game Boy games are played on the Super Game Boy, does that mean they can be two player?
5. Is it possible to make a Game Boy game with a FX chip? After all, Vortex is only 4Mbit and the Game Boy can easily handle this.
6. Are you related to Spinal from Killer Instinct?
— Tim S.,
Somewhere near Broken Hill

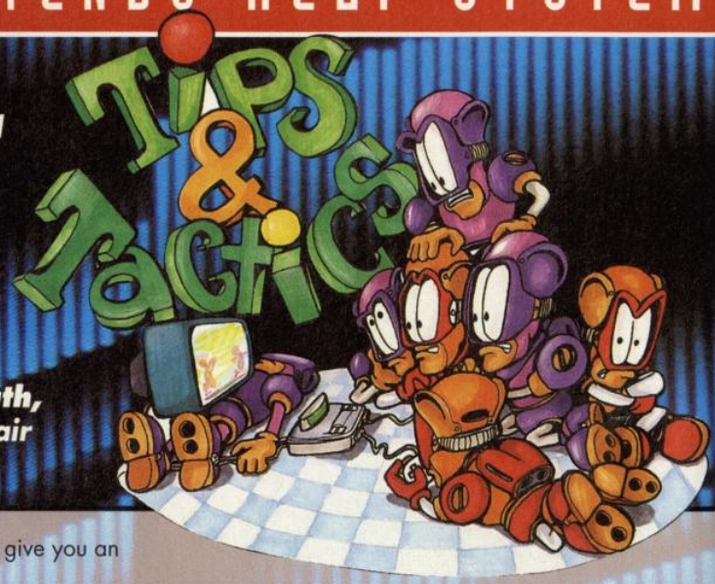
A ***Skull: 1. Earthworm Jim will be released in Australia by Metro Games, but none of the other titles you mentioned have so far appeared on any local release schedule.***
2. Those rendered images would make wicked door posters, I agree, but unfortunately I haven't heard anything about this sort of thing happening.
3. Pilotwings is the closest you'll get to a decent flight sim on the Super NES. Everything else that has so far called itself a 'flight sim' has been crap.
4. No, because most two-player Game Boy games require two Game Boys, and the Super Game Boy only works on one television. However, Wario Blast does let up to four players compete (if you have a Multi Tap) and there may be more games like this in the future.
5. I'm sure it could be done, but there really isn't any point. The Game Boy isn't really designed for masses of graphics and it wouldn't work in black and white anyway. Also, there isn't much room inside a Game Boy cart for extra chips and the like.
6. Look, just because my name is Skull doesn't mean I resemble a pile of old bones. I've never even met Spinal, but I'm sure he's a nice chap once you get to know him.



This is what Ben Wunderlich likes to see, and so do I!

Q I hope you like my drawing of the pipsqueak we all know as Sonic the (wimp) Hedgehog getting his butt kicked by the tough beast Donkey Kong, who chews him up and spits the twerp back out and then bashes his head into a pulp. That's what I like to see.
— Ben Wunderlich,
Lyneham, ACT

A ***Skull: Yes! Excellent! I love it!***



Woah Nellie! Slow down or you'll miss this month's Nintendo Help System, full of tips for games new and old and plenty of pictures to fill up the empty spaces. But poor Gary, our over-worked designer, just can't deal with it any more and his hair is going grey, despite his attempts to hide it by cutting half of it off! What can you do to help? Why, send in more tips, of course! It won't make Gary's job any easier, but you will win a comic if we print yours!

Send your tips to NHS, PO Box A305, Sydney South, NSW 2000. Stay tuned for further updates on the hair styles of the broke and derelict!

GAME BOY

MR NUTZ

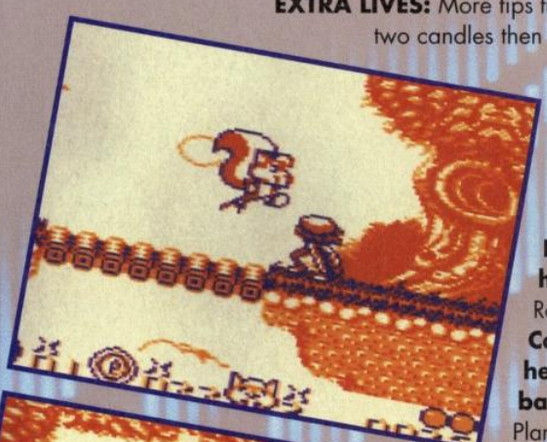
PASSWORDS: Rhys Whittley sent us these passwords.

Stage 2: **DOMINO**
Stage 3: **ENRIGO**
Stage 4: **COLORS**
Stage 5: **JUMPER**
Stage 6: **SWITCH**

BOXXLE

LEVEL CODES: Lance Sippl slipped these codes into an envelope and sent them to us.

Level 2 - **DBBD**
Level 3 - **GBBG**
Level 4 - **HBBH**
Level 5 - **JBBJ**
Level 6 - **KBBK**
Level 7 - **LBBL**
Level 8 - **MBBM**
Level 9 - **NBBN**
Level 10 - **PBBP**
Level 11 - **QBBQ**



CASTLEVANIA

EXTRA LIVES: Don't destroy the first candle in stage one, but do whip all subsequent ones and the eleventh will give you an extra life.

BONUS ROOM: On stage one, keep climbing up the last ropes and one of them will take you to a hidden room full of bonuses. These tips were from Mr Clinton Kuehnapfel.

CASTLEVANIA II

EXTRA LIVES: More tips from Clinton! Enter two candles then two hearts as your password and you will have nine extra lives.

PASSWORDS:

Crystal Castle - **Blank, candle, heart, heart.**

Rock Castle - **Candle, heart, heart, crystal ball.**

Plant Castle - **Candle, heart, crystal ball, crystal ball.**

Cloud Castle - **Heart, heart, crystal ball, blank.**

Final Showdown - **Crystal ball, heart, candle, heart.**

MEGAMAN

LEVEL CODES: Having trouble getting through this tough game? Perhaps these codes from Ben Pritchard will help!

Defeated Elecman: **1D, 2A, 2D, 3B, 4A**

Defeated Elecman & Fireman: **1C, 2B, 3C, 4B, 4C**

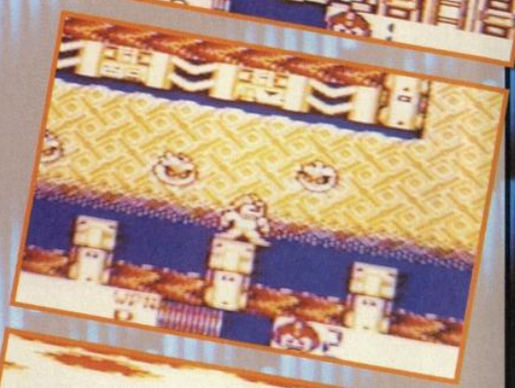
Defeated Elecman, Fireman & Iceman: **1C, 2A, 2D, 3A, 3D**

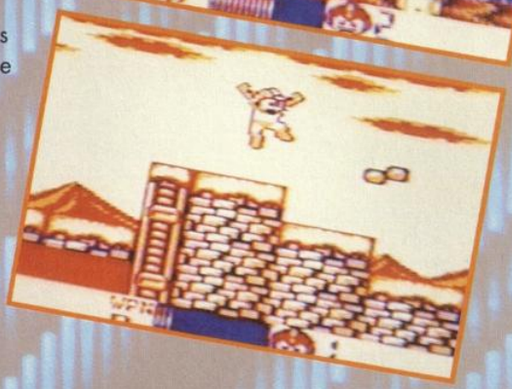
Defeated Elecman, Fireman, Iceman & Cutman: **2A, 2C, 3A, 3C, 4B**

JNBA JAM TOURNAMENT EDITION

CHEAT CODES: Joel Veness gave us a complete list of cheats for this game, so rather than losing them we've decided to print them. How nice of us!

Shot percentage display: **U, U, D, D, B**
Quick hands: **L, L, L, L, A, R**
Max power: **R, R, L, R, B, B, R**
Better goal tending:

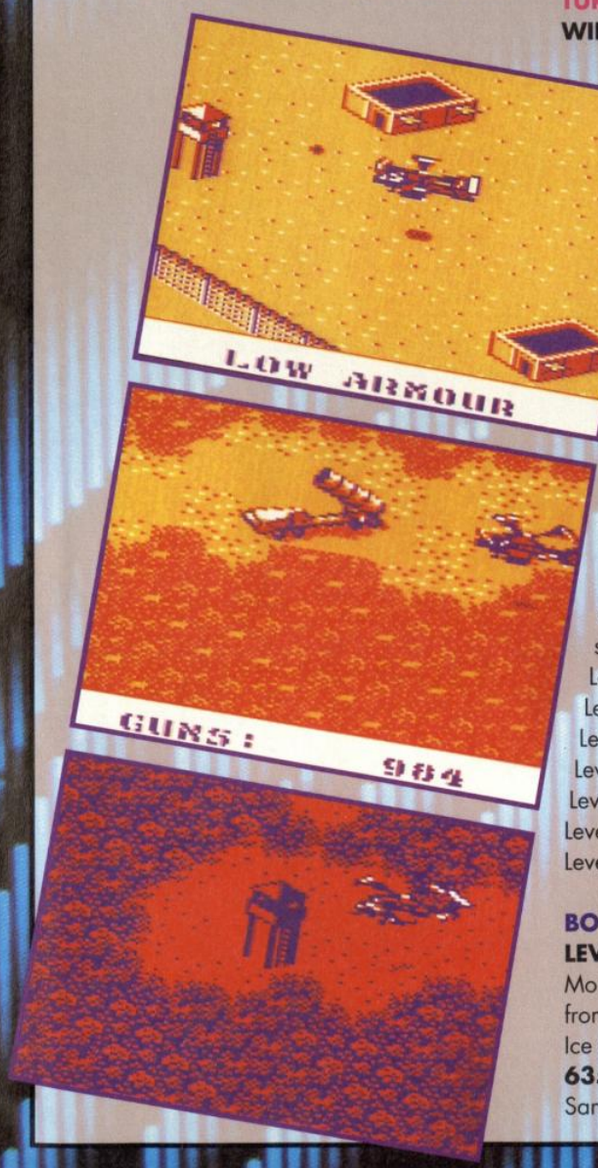




R, U, D, R, D, U
Better fire: **D, R, R, B, A, L**
Better turbo: **B, B, B, A, D, D, U, L**
Better offence: **A, B, U, A, B, U, D**
3 point % increase: **U, D, L, R, L, D, U**
Better dunks: **L, R, A, B, B, A**
Better push: **D, R, A, B, A, R, D**
Speed up: **U, U, U, U, L, L, L, L, B, A**
Slippery court: **A, A, A, A, A, R, R, R, R, R**
High shots: **U, D, U, D, R, U, A, A, A, A, D**
Code to beat 26 teams: **QXFHNY6FB6**
Code to beat 27 teams: **R76CPZBG77**
Code to beat 40 teams: **F71DDZHQT4**
Code to beat 50 teams: **Q637PYZP66**

UNGLE STRIKE

LEVEL CODES: Matthew Kirkright was the first to send us a list of codes for this excellent helicopter death sim and here they are:
Campaign 2: **4975200968**
Campaign 3: **2922502918**
Campaign 4: **6505068908**
Campaign 5: **0540524815**
Campaign 6: **0550792954**
Campaign 7: **0950035298**
Campaign 8: **0155908131**
Campaign 9: **1185402550**



NES

TAIL SPIN

This month we are going to print three NES tips from Iain Hosking of Victoria. However, in the interests of upholding the social standard, we will not be printing any of Iain's poetry!
TIP: Save up enough money for your super rapid fire first. It will help you obtain more cash and cargo so it is easier to buy the other stuff.

TURBO RACING

WIN EVERY RACE: Fill your turbo up and keep it on for the whole race. Do this in both qualifying and racing and you should win every race.

BIONIC COMMANDO
EXIT LEVEL: Press **A, B** and **START** simultaneously to get out of any level at any time.

BATMAN: RETURN OF THE JOKER

LEVEL CODES: Ross Roberts of Rosewater in SA offers these codes to all caped crusaders.
Level 1 - **MDRR**
Level 2 - **NMLL**
Level 3 - **LGZQ**
Level 4 - **GNFX**
Level 5 - **QGVN**
Level 6 - **FFHG**
Level 7 - **GPZT**

BOULDERDASH

LEVEL CODES: More NES codes from Ross Roberts.
Ice world - **635870**
Sand world - **840137**
Ocean world - **840967**
Relic world - **225378**
Volcano world - **752053**

KABUKI QUANTUM FIGHTER

CHEAT: Here's a quick cheat from Michael Smith. To swap chips for energy, pause the game and press **UP**.

TOTALLY RAD

EXTRA LIVES: Here's another quick cheat from Michael Smith. To get extra lives at the first green soldier position yourself so that a massive number of troops come and hold down the fire button. You should get 13 lives per hundred troops shot.

SUPER NES

BUBSY THE BOBCAT

LEVEL CODES: Bubsy's making a bit of a comeback at the moment so we thought we'd include the codes to his original Super NES adventure, sent in by Clinton Kuehnapfel.
Level 1 - **JSSCTS**
Level 2 - **CKGBMM**
Level 3 - **SCTWWN**
Level 4 - **MKBRLN**
Level 5 - **LBLNRD**
Level 6 - **JMDKRK**
Level 7 - **STGRTN**
Level 8 - **SBBSHC**
Level 9 - **DBKRRB**
Level 10 - **MSFCTS**
Level 11 - **KMGRBS**
Level 12 - **SLJMBG**
Level 13 - **TGRTVN**
Level 14 - **CCLDSL**
Level 15 - **BTCLMB**
Level 16 - **STCJOH**

EARTHWORM JIM

TIPS: Brent Waller of

Queensland sent in these tips for Earthworm Jim in an envelope which had a great drawing of Jim on it!

• On level five, after fighting Prof. Monkey-For-A-Head on the chains, you'll find a black ball with a red handle on it. Whip this and you'll get some goodies.

• On Pete Puppy level at the end, whip Pete so he jumps over the house. Continue and you'll come to three extra lives. To get them, fall of the ledge and grab the edge.

• In New Junk City, after launching the cow there's a large pile of tyres, jump off the pile to the left and there is a ledge and flying fox. Take the flying fox and jump off to the left before it falls, then whip the moose head. You will swing over to a chain if you do this correctly, climb up it to the ledge and get onto the flying fox and follow it to the left. Kill the dogs and fall down, here you'll find the dunny warp which will take you underground. Collect the items to your right and go back to the left and walk through the wall and go up and more items will be discovered.

SECRET OF MANA

Here's a few tips on finding certain items, from Brett Whipp of WA.

MAGIC ROPE: In Giga's Navel keep walking until you find a room with lava at the bottom blocking your path to the room at the top left. Hit the skull switch on the wall and walk out along the new path to the door to the south, then walk along to the door at the top left and defeat the kid goblins and open the chest.

MIDGET MALLET: Gain this after defeating the pebblers to return the moogle's, then take the cannon to Giga's Navel and see the village elder at the same place where he was when you killed Killroy earlier.

FLAMMIE DRUM: After killing Mechrider 2 King Truffle appears to the right of the screen and gives you Flammie's Drum.

MOOGLE BELT: Fly to Fire Palace and head south until you see a small island. Speak to the shopkeeper to get the Sea Tails, then fly back to Kikkara and speak to the King to restore their water and receive the Moogel Belt.

COURAGE: Look on your map and find point 12, exit the town to the south, walk left and follow the path to the top of the mountain. Speak to Jerk first then Jock, who will set you a challenge.The quick way to do this is to stay one player, let the other die then bring them back to life and let the other die. Speak to Jock (Jerk) again.

SUPER PUNCH OUT!!

SOUND TEST: Here's a cheat that every Super NES owner and their dog have been sending in! When the 'Nintendo' logo appears press and hold the **SELECT** button on controller 2 then press and hold the **L** and **R** buttons on the same controller and then let go of the **SELECT** button.

POCKY & ROCKY 2

LEVEL CODES: This is another good game which has failed to reach the mass market in Australia simply because no one has bothered to properly distribute it. Oh well, if you're lucky enough to have grabbed an imported copy, here's some level codes from Matt Thomson.

Level 2: **HT1J**
Level 3: **V3BX**
Level 4: **F87N**
Level 5: **S2YP**
Level 6: **6DZ4**
Level 7: **TR5C**
Level 8: **GZLR**
Level 9: **5K0Q**

STREET RACER

SECRET TRACKS: On the track select screen, with controller 1, press **L, R, L, R, X, Y** and four new tracks will appear at the end of the list.

CAR IMPROVEMENTS: On the car select screen press **X, Y, X, Y, X, Y** and hold down the **X** button and move the cursor around to change your car's stats. These tips were sent in by Rylie Thomas of Mordialloc, Victoria.

BLACK HAWK

LEVEL CODES: Jamie Edwards sent us a complete list of codes for this rather tasty bloodbath of a game, and here they are.

MINES: **FBWC**; **QP7R**; **WJTV**; **RRYB**
WASTELANDS: **G5G3**; **BMHS**; **Y4DJ**
FOREST: **ZS9P**; **XJSN**; **CDGM**; **TJ1F**
SHADOW KEEP: **HCKD**; **NRLF**; **J6BZ**; **MJXG**
SARLAC: **K3CH**

Jamie also wishes to remind owners of this game that there are numerous hidden items in the game and that they can be found by running into walls or jumping into ceilings - you never know what you'll find!

WORLD CLASS RUGBY

PLAY AGAINST SOUTH AFRICA: You can recreate the thrill of this year's World Cup final and (hopefully) come up with a different result.

All ya have to do, according to NMS follower David Scott, is finish the World Cup and wait until all the credits are over. Then the 'Imagineer' logo appears and when the music stops press **B** twice and you'll get into a 'secret mode' and the team you just won the world cup with will play against South Africa.

ACTION R·E·P·L·A·Y CODES

SUPER NES

SEAQUEST DSV

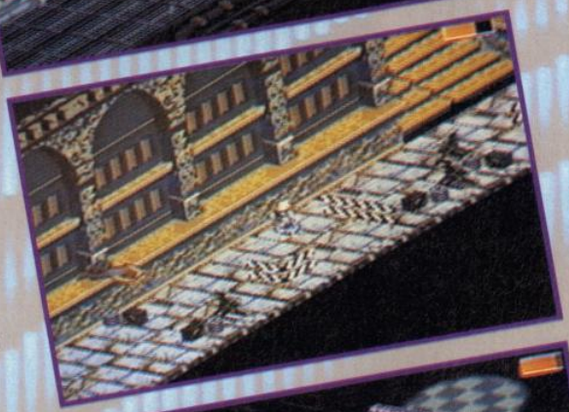
Here's more Seaquest codes than you could ever want (probably), and they were all created by Nathan Testa of Dapto, NSW.

7F00 3632 - Infinite type I torpedoes
7F00 3819 - Infinite type II torpedoes
7F00 3A0F - Infinite type III torpedoes
7F00 3CA0 - Infinite type IV torpedoes
7F00 3E03 - Infinite Titan missiles
7F00 4032 - Infinite small pulse laser
7F00 4219 - Infinite medium pulse laser
7F00 440F - Infinite large pulse laser
7F00 4619 - Infinite decoy counter measure
7F00 4803 - Infinite confusion counter measure
7F00 4A32 - Infinite mines
7F00 3403 - Infinite Stingers
7F00 2E03 - Infinite Sea Trucks
7E00 3003 - Infinite Speeders
7F00 2A03 - Infinite Darwins
7F00 2C03 - Infinite HR Probes
7F00 3203 - Infinite Crabs

DONKEY KONG COUNTRY

Here's a few more codes from Nathan Testa.

7E05 7705 +
7E05 7505 - Use both codes for infinite lives
7E13 F394 +
7E13 7F5E - Use both codes for infinite time in bonus stages



GAME GENIE: SUPER NES

SECRET OF MANA

Here's some codes from Daniel Lees of WA.

8208 776D - Protection from most hits, but you must switch off to kill enemies.
CE5F 5767 - Items in the shop at Potos are free if you have enough money to buy them.
9C06 85AD - Wisdom for level 16 is 90

SHADOWRUN

More codes from Daniel Lees.

6DAE 4FA7 +
FFAE 44D7 - Use both these codes and everything is free!
CEEF 4DDD - You don't lose karma when you shoot innocent bystanders.
8E69 3DA4 - You don't lose spell points.

GAME GENIE: GAME BOY

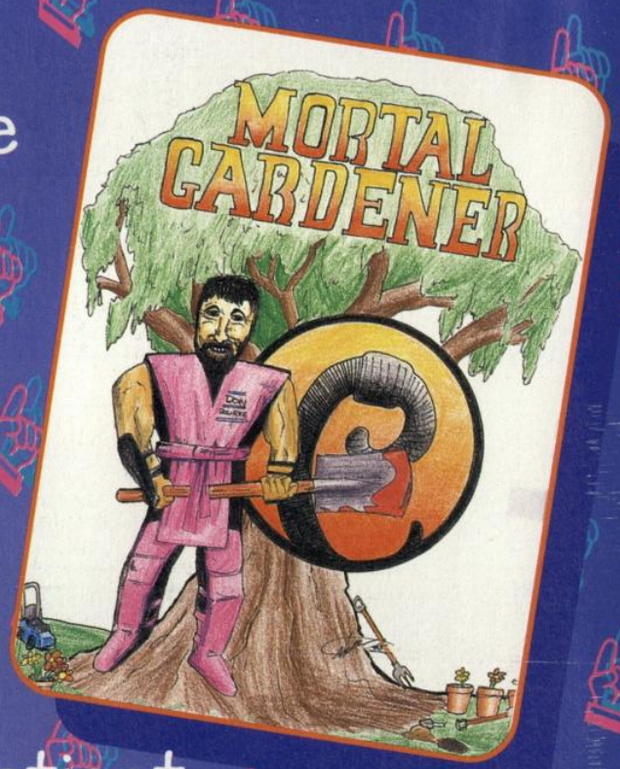
ZELDA: LINK'S AWAKENING

A couple more codes from Daniel.

FA0 999 4C1 - Infinite energy.
054 EE9 E6E - Get five rupees for each single rupee picked up.

NOT THE NEXT ISSUE!!!

It's spring, so what better time for NMS to do a bit of gardening! But don't worry, we aren't going to turn your favourite video game mag into a petunia filled pamphlet. No siree! We'll be turning over the dirt on all the hottest games for summer, and it's going to be a very hot one indeed, with Mario World V, Killer Instinct, Diddy Kong's Quest, Mortal Kombat III, Doom, Earthworm Jim 2 and more all clamouring for attention on your Super NES.



The October issue of Nintendo Magazine System goes on sale on Wednesday, September 20, but until then, break out the back-hoe and start toiling!

Illustration by Mr Prassard

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